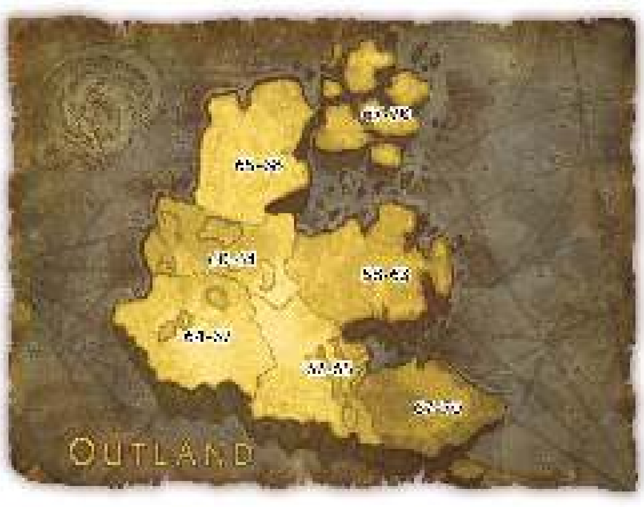
WORLD OF WARCRAFT
WARLORDS of DRAENOR

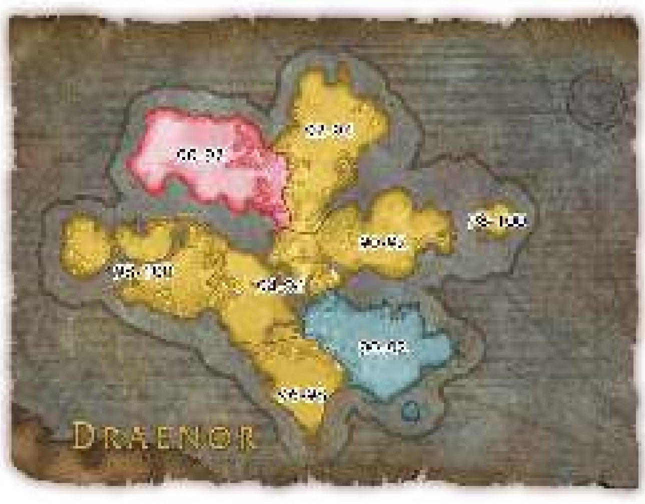
BRAVING A SAVAGE WORLD

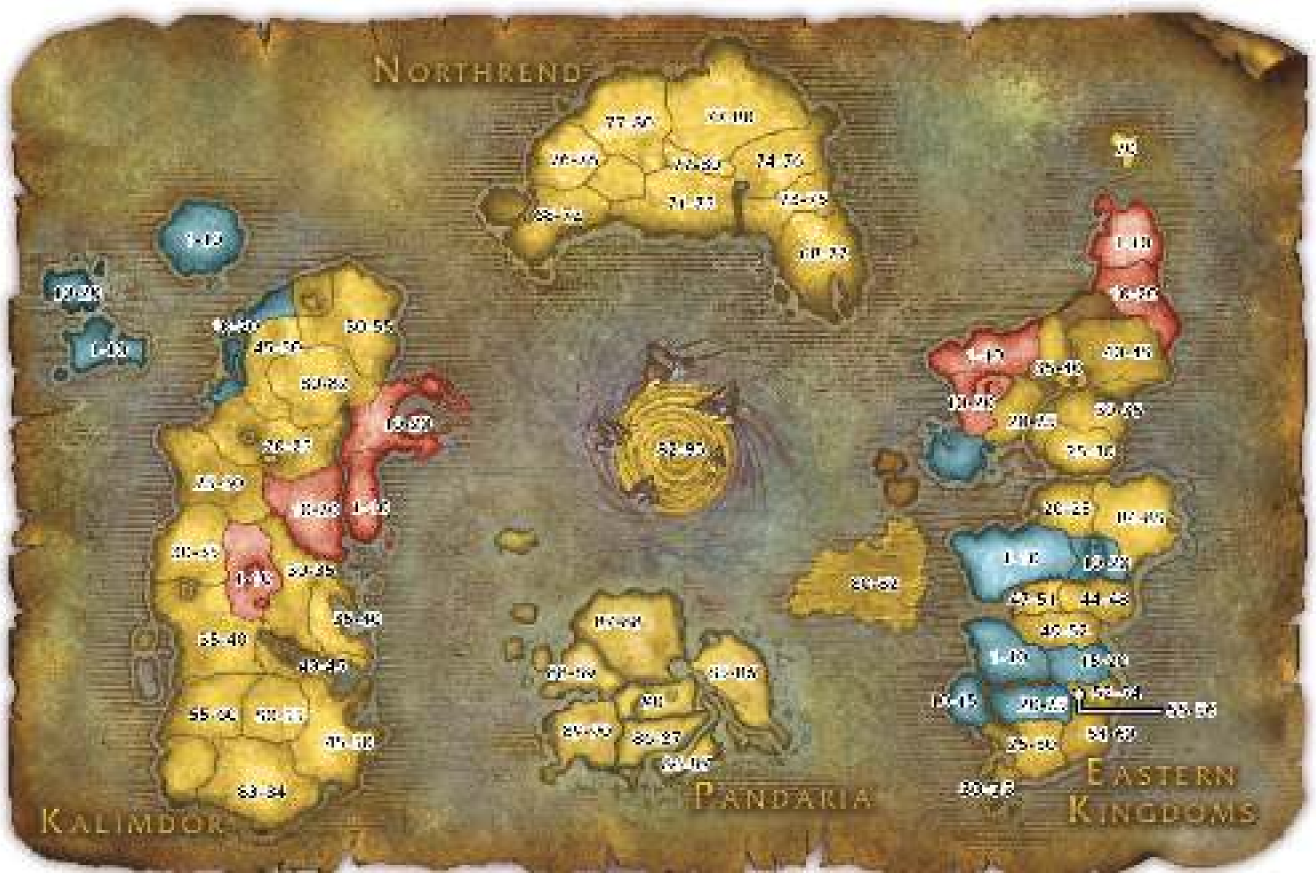
Introduction

Warlords of Draenor follows the story of Azeroth's heroes on an unlikely journey to a world thought lost—the savage planet of Draenor, home of both orc and draenei alike. On Draenor, players find themselves pitted against the might of the Iron Horde, a massive, brutal army of orc clans bent on invading and conquering Azeroth. Warlords of Draenor has raised the level cap from 90 to 100, with new dungeons, raids, zones, enemies, and Garrisons, personalized fortresses from which players can command armies of their own!

LEVEL PROGRESSION BY ZONE







HORDE ZONES

STARTING ZONES	6-10	10-20	20-25
Deathknell Sunstrider Isle Valley of Trials & Echo Isles Red Cloud Mesa Isle of Kezan	Tirisfal Glades Eversong Woods Durotar Mulgore The Lost Isles (5-10)	Silverpine Forest Ghostlands Azshara Northern Barrens	Hillsbrad Foothills

ALLIANCE ZONES

STARTING ZONES	6-10	10-20	20-25
Coldridge Valley & Gnomeregan Northshire Valley Shadowglen Gilneas Ammen Vale	Dun Morogh Elwynn Forest Teldrassil Gilneas City Azuremyst Isle	Loch Modan Westfall (10-15) & Redridge Mountains (15-20) Darkshore Ruins of Gilneas Bloodmyst Isle	Wetlands Duskwood

NEUTRAL ZONES

STARTING ZONES	20-25	25-30	30-35	35-40	40-45	45-50	50-55	55-60
The Wandering Isle	Ashenvale	Arathi Highlands Northern Stranglethorn Stonetalon Mountains	Desolace Southern Barrens The Hinterlands Cape of Stranglethorn	Dustwallow Marsh Feralas Western Plaguelands	Eastern Plaguelands Thousand Needles	Badlands (44-48) Tanaris Felwood	Searing Gorge (47-51) Burning Steppes (49-52) Un'Goro Crater Swamp of Sorrows (52-54)	Deadwind Pass (55-56) Blasted Lands (54-60) Winterspring Silithus

OUTLAND

LEVELS 58-63	LEVELS 60-64	LEVELS 62-65	LEVELS 64-67	LEVELS 65-68	LEVELS 67-70	LEVEL 70
Hellfire Peninsula	Zangarmarsh	Terokkar Forest	Nagrand	Blade's Edge Mountains	Netherstorm Shadowmoon Valley	Isle of Quel'Danas

NORTHREND

LEVELS 68-72	LEVELS 71-75	LEVELS 73-75	LEVELS 74-76	LEVELS 76-78	LEVELS 77-80
Borean Tundra Howling Fjord	Dragonblight	Grizzly Hills	Zul'Drak	Sholazar Basin	Crystalsong Forest Icecrown Storm Peaks Wintergrasp

CATACLYSM

LEVELS 80-82	LEVELS 82-83	LEVELS 83-84	LEVELS 84-85
Mount Hyjal Kelp'thar Forest (Vashj'ir) Shimmering Expanse (Vashj'ir) Abyssal Depths (Vashj'ir)	Deepholm	Uldum	Twilight Highlands

MISTS OF PANDARIA

LEVELS 85-86	LEVELS 86-87	LEVELS 87-88	LEVELS 88-89	LEVEL 90
The Jade Forest	Valley of the Four Winds Krasarang Wilds	Kun-Lai Summit	Townlong Steppes Dread Wastes	Vale of Eternal Blossoms

WARLORDS OF DRAEMOR

LEVELS 90-92	LEVELS 92-94	LEVELS 94-96	LEVELS 96-98	LEVEL 98-100
Tanaan Jungle Frostfire Ridge Shadowmoon Valley	Gorgrond	Talador	Spires of Arak	Nagrand Ashran (PvP)

BRAVING A SAVAGE WORLD

New Features

A NEW START

All classic and Burning Crusade races have received updated models in the latest expansion, with fully articulated animation, expression, and emotion. In addition, each Warlords of Draenor license grants one level 90 boost. You can create a new character at level 90, or advance an existing character and immediately play through the most current content with the boost feature. Players that choose to begin at level 90 will play through an exciting new introductory experience that takes place at the heart of the Iron Horde's armies—the Dark Portal. Begin the game with new eyes and a fresh start alongside Azeroth's long-standing heroes in a frantic battle to end the Iron Horde's siege of Azeroth before it has a chance to truly begin.

NEW ZONES

Warlords of Draenor features seven new zones to explore. After the introductory experience, Alliance players will make their way to Shadowmoon Valley, home to the draenei temple of Karabor, while Horde players will find themselves in Frostfire Ridge, frozen home to the Frostwolf clan. From these starting zones, players will begin to lay the foundation for an army with the potential of bringing down the Iron Horde.

GROUNDED!

The savage skies of Draenor are no place for players, who will find themselves unable to fly at the onset of this expansion. However, all flying mounts have been upgraded with the capability to be used as ground mounts as well—no need to leave your favorites behind.

DRAENOR (LEVELS 90-100)

Although Horde and Alliance players will find themselves separated after the initial introductory experience, players of both factions will begin to level through the wilds of Draenor in due time. Each of Draenor's zones has an assigned level range for leveling—but don't be surprised if you are asked to return to these zones at any given point in time.

TANAAN JUNGLE (LEVEL 90)

Your journey in Draenor begins in the jungles of Tanaan, where the Iron Horde has constructed a massive Dark Portal to link Draenor with Azeroth and send their armies to conquer the land. In this exciting, action-packed introduction to Draenor, you fight your way through the armies of the Iron Horde and attempt the seemingly impossible task of bringing down the Dark Portal and ending the Iron Horde's incursion into Azeroth once and for all.

BOOST OF CONFIDENCE

Players that have used their level 90 boost to begin in Tanaan Jungle receive all class abilities and talents as they level through the zone. By the time your work in Tanaan is complete, you'll be well equipped to handle whatever challenges Draenor brings!

FROSTFIRE RIDGE (LEVELS 90-92 - HORDE)

Horde players establish their foothold in Draenor in Frostfire Ridge, home to both the Frostwolf and Thunderlord clans. Frostfire is a zone of extremes—a frozen wasteland punctuated by jutting rocks and active volcanoes. In addition to orc clans, the zone is also occupied by the Bloodmaul ogres who run the Bloodmaul Slag Mines, the first of Draenor's dungeons.

SHADOWMOON VALLEY (LEVELS 90-92 - ALLIANCE)

Alliance players begin their adventures on Draenor in Shadowmoon Valley, a lush valley of eternal night. The serene, tranquil forests and plains are also home to the Shadowmoon clan of orcs. Led by Ner'zhul, the Shadowmoon have begun experimenting with powers beyond their control and seek to lead the Iron Horde to the heart of draenei civilization. In addition to leveling, players will find themselves making a return to the valley and the Shadowmoon Burial Grounds, a dungeon for level 100 players.

GORGROND (LEVELS 92-94)

The northern reaches of Gorgrond are a barren wasteland, the industrial heart of the Iron Horde and birthplace of the great orcish war machines. Yet Gorgrond has not been laid completely bare—the southern regions are instead an overgrown tangle of wild vines and jungle that seems to have a life, and deadly purpose, of its own. Gorgrond is home to several dungeons: the Everbloom, Grimrail Depot, and the Iron Docks. It is also home to the Blackrock Foundry, one of Draenor's first raids.

TALADOR (LEVELS 94-96)

Located at the heart of Draenor, Talador's strategic location is of particular interest to the Iron Horde. The northern coasts have already come under attack, including the massive, sprawling city of Shattrath, trade capital of the draenei. But there are other concerns in Talador as well. The dungeon Auchindoun is a draenei mausoleum that is the resting place for all draenei souls. As a source of potential power, it has attracted the attention of forces far more sinister than the Iron Horde.

PLAYER BEWARE

Although Shattrath City may be a neutral hub in Outland, the story is very different on Draenor. Be wary when approaching the vaunted trade capital of the draenei, as it has captured the attention of several powerful enemies.

SPIRES OF ARAK (LEVELS 96-98)

The Spires of Arak are home to the arakkoa and the encroaching orc clan of the Shattered Hand. Mysterious and reclusive, the arakkoa and their society are torn in the middle of a conflict between the winged Adherents of Rukhmar and the cursed, flightless Outcasts. The dungeon of Skyreach is located in Spires of Arak, as well as Rukhmar herself, who periodically circles the skies of the zone as a world raid boss.

NAGRAND (LEVELS 98-100)

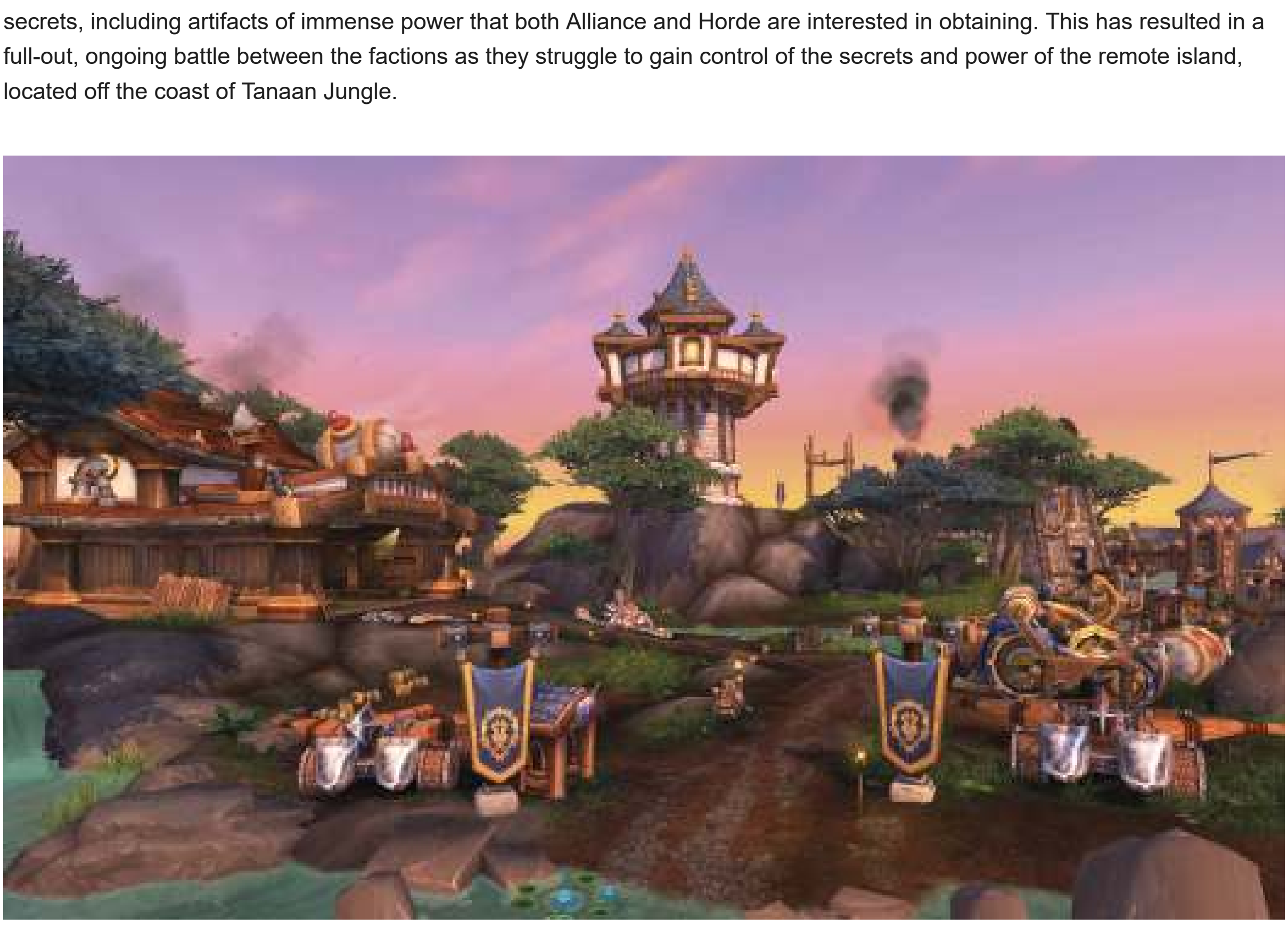
Nagrand is the verdant, lush home of the Warsong clan, the Throne of the Elements, and the sacred mountain known to the orcs as Oshu'gun. In Nagrand, players can confront the seat of ogre civilization in Highmaul, one of Warlords of Draenor's first raids. But Nagrand holds far more secrets for those willing to explore. Players will work towards confronting one of the key figures responsible for the Iron Horde, and perhaps settle a more personal score as well.

TREASURES HIGH AND LOW

Keep an eye out for the Steamwheedle Preservation Society in Nagrand. Checkered flags will let you know they are nearby – and Steamwheedle outposts often have items that will let you glide and explore every nook and cranny of the zone for hidden treasure.

ASHRAN (LEVEL 100 PVP)

The island of Ashran is the location of both Alliance and Horde home cities. Ashran contains ancient ogre ruins and untold secrets, including artifacts of immense power that both Alliance and Horde are interested in obtaining. This has resulted in a full-out, ongoing battle between the factions as they struggle to gain control of the secrets and power of the remote island, located off the coast of Tanaan Jungle.



DUNGEONS & RAIDS

Warlords of Draenor features seven new dungeons and two new raids to complete. In addition, all dungeons include a Challenge Mode level of difficulty, with new rewards and titles. Raids have undergone some dramatic changes as well: Raids now include new technology that allows players to bring anywhere from 10-25 players to most raid difficulties.

VIGNETTES

Questing in Draenor has also received some updates. In addition to a vast array of quests to complete, vignettes have been added all over the world. These are bonus objectives that can be completed in addition to existing quests for more loot, gold, experience, and more.

HIDDEN TREASURES

Hidden treasure chests have made an abundant return in Warlords of Draenor. While everyone can see these chests and items, each treasure is unique to the chest it was looted from and can't be seen again by that player once looted. There are far more of these hidden treasures than ever before—some easy to find, some requiring dedicated exploration to discover. In addition to hidden treasure, Draenor is riddled with hundreds of rare creatures who may prove challenging to fight, but hold a variety of loot, toys, gold, and other unique rewards for those that successfully defeat them.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

BRAVING A SAVAGE WORLD

Changes to Your Characters

STAT CHANGES

Hit, Expertise, Dodge, and Parry have all been removed from the game and are instead being replaced with Bonus Armor, a tank-specific stat that is found on rings, necklaces, cloaks, and trinkets. Spirit is now specifically for healing classes, and it can also be found on rings, necklaces, cloaks, and trinkets. All other armor slots feature dynamic stats. For example, a Feral or Guardian Druid that is wearing bracers with agility will find the agility changes automatically to intellect when the Druid switches to Balance or Restoration.

SECONDARY STATS

Two new secondary stats have been introduced to the game. Multistrike grants your spells, abilities, and auto-attacks additional chances to activate. Versatility grants additional increase to your damage, healing, and absorbs, and reduces the damage you take.

In addition, most gear that drops in Warlords of Draenor has a chance for a random bonus in addition to its normal stats. These minor stats provide a small, but useful, bonus to your character.

Movement Speed increases the speed you move by a small amount.

Avoidance reduces the amount of damage you take from AoE attacks.

Indestructible items that have this stat no longer take durability damage.

Leech heals you for a portion of all damage and healing done.

In addition to having a chance to receive one of these four stats, loot and rewards from quests also have a random chance to be automatically upgraded to rare or even epic quality.

GARRISONS

Your Garrison is your stronghold in the wild and savage lands of Draenor, a customizable fortress for you and your recruited followers as you level and play through each of Draenor's zones. Send your followers on missions to bring back rewards; create buildings to unlock special quests and objectives; craft a variety of different materials, gear, potions and more; capture and tame exotic mounts—the possibilities are endless.

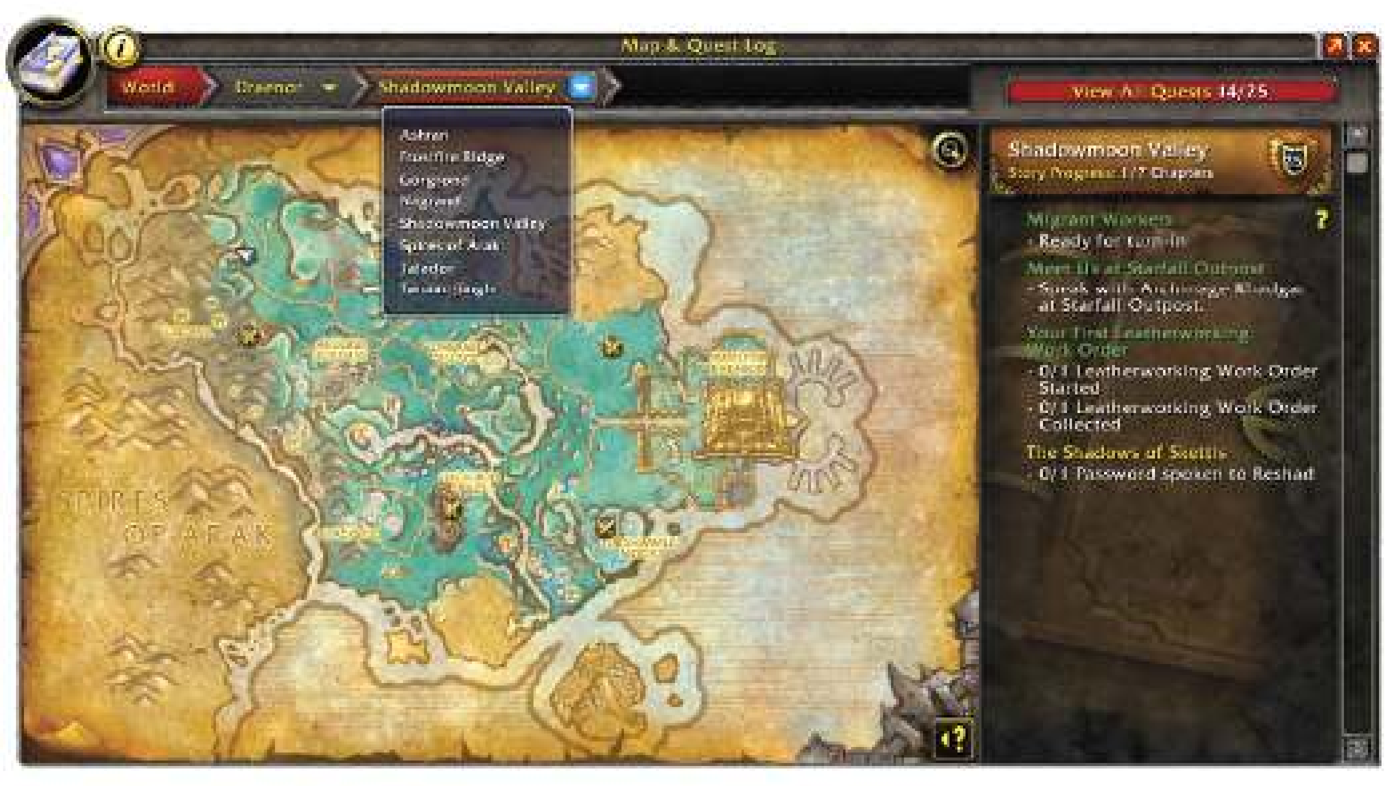
NEW LEVEL 100 TALENTS

A new set of talents can now be unlocked once you reach level 100. In addition, some talent trees now change based on what specialization you choose, allowing for more versatility in customizing your character in a way that works best for your playing preferences.

DRAENOR PERKS

Draenor Perks are a new reward for players leveling from 90-100 in Warlords of Draenor. These perks are small bonuses to existing abilities, unique to each class, and they are randomly assigned at level 92, 94, 96, and 98. Perks are determined based on specialization and automatically change if you change your specialization while doing dungeons, raiding, or just leveling out in the world.

QUEST INTERFACE


Map & Quest Log
World
Draenor
Shadowmoon Valley
View All Quests
Shadowmoon Valley
The Shadows of Skettis
0/1 Password spoken to Reshad
SPIRES OF ARAK

You can still track your quests via the quest interface, but the quest window has received some updates in Warlords of Draenor. The quest window now includes a small-scale map that allows you to more easily locate and keep track of objectives and quest NPCs. The map dynamically changes as you look through the quests you have yet to complete.

Keep a watchful eye around the world for vignettes. These dynamic scenarios occasionally appear in your quest tracker, offering additional objectives for you to complete while exploring and questing in Draenor. They disappear if you move out of the objective area, but you won't lose your progress if you do—simply travel back to the area later to resume the vignette where you left off.

BAG SPACE

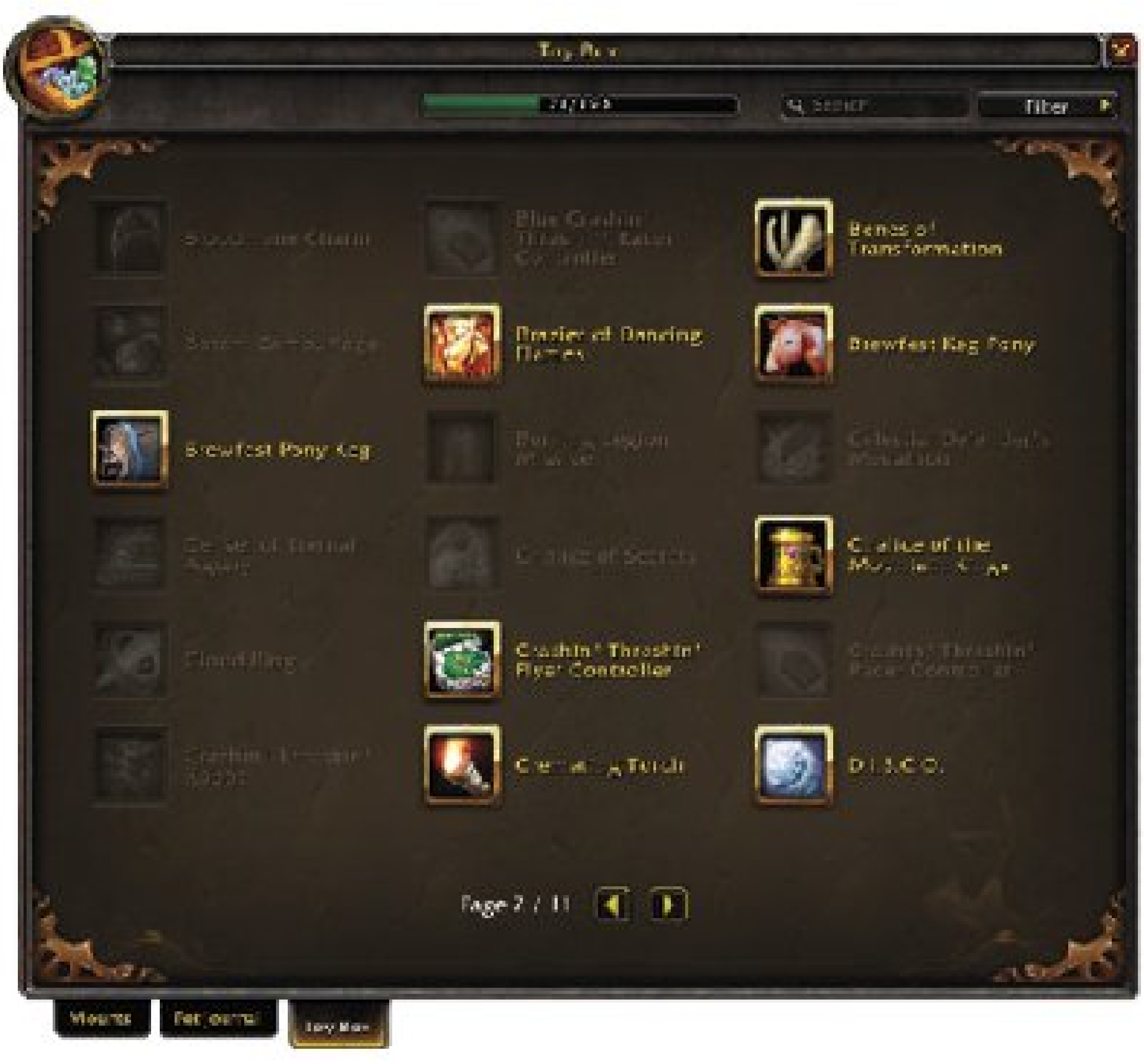
Several new changes have been made to help you keep track of your items and free up additional space for all the new gear, items, and other fun rewards found on Draenor.

Quest items no longer take up valuable space in your bags. Instead, they are simply tracked in your quest tracker, leaving more room for more important things—like loot!

You can now customize your inventory by bag slot. Clicking on a bag icon allows you to choose what types of items you would like to be automatically placed in the bag. In addition, both your inventory and your bank now include a button that automatically sorts your loot based on item type. Vendor trash is now clearly indicated with a gold coin icon, so you know which items are safe to sell and which might warrant a closer look before getting rid of them.

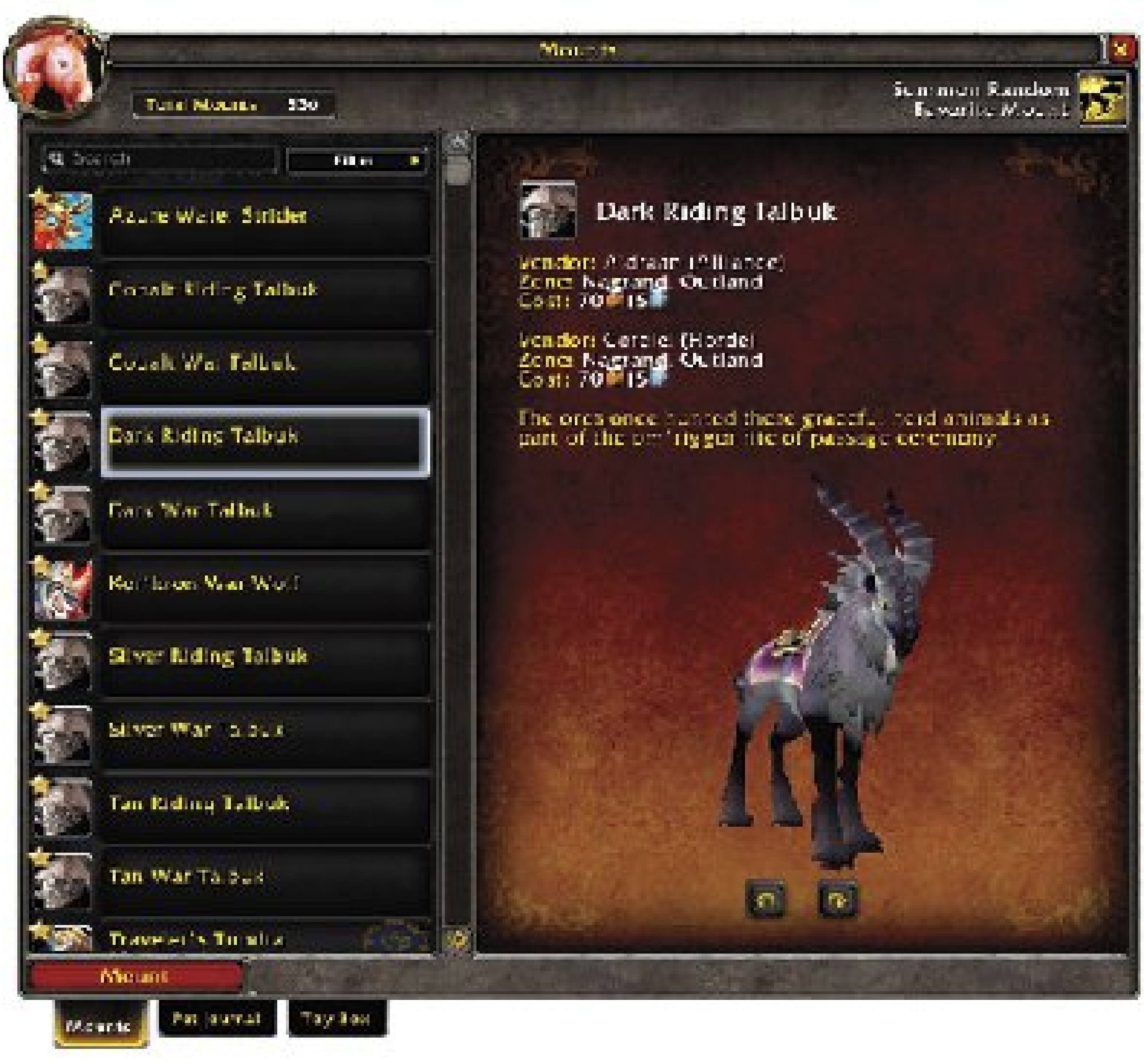
You'll be gathering plenty of materials for professions as you travel Draenor. Reagents like ore and herbs now stack to 200, allowing you to carry more with less bag clutter. In addition, all personal banks now have a 98-slot reagent tab specifically for storing crafting ingredients. This tab includes a Deposit All Reagents button that automatically sorts the crafting materials from your bags and places them in your bank.

If you like to collect armor sets for transmogrification, Warlords of Draenor has introduced a second tab for Void Storage. While it still costs gold to deposit items into Void Storage, the transmogrification feature can now choose items that are in your bank or Void Storage – not just the items in your bags.


Toy Box
Filter
Bones of Transformation
Brewfest Keg Pony
D.I.S.C.O.
Page 2 / 11
Mounts
Pet Journal
Toy Box

TOY BOX

In addition to all the other space savers, Warlords of Draenor introduces the Toy Box, an account-wide tab used to learn and store "toys." Toys are items that aren't necessarily offering improvements to your character's performance, but are in the game just for fun. This includes items that change your appearance, summon temporary illusions, offer cosmetic buffs, and more. Items that have been classified as a toy can be added to the Toy Box by right-clicking the item. Once a toy is learned, it can be used by any character on your account.

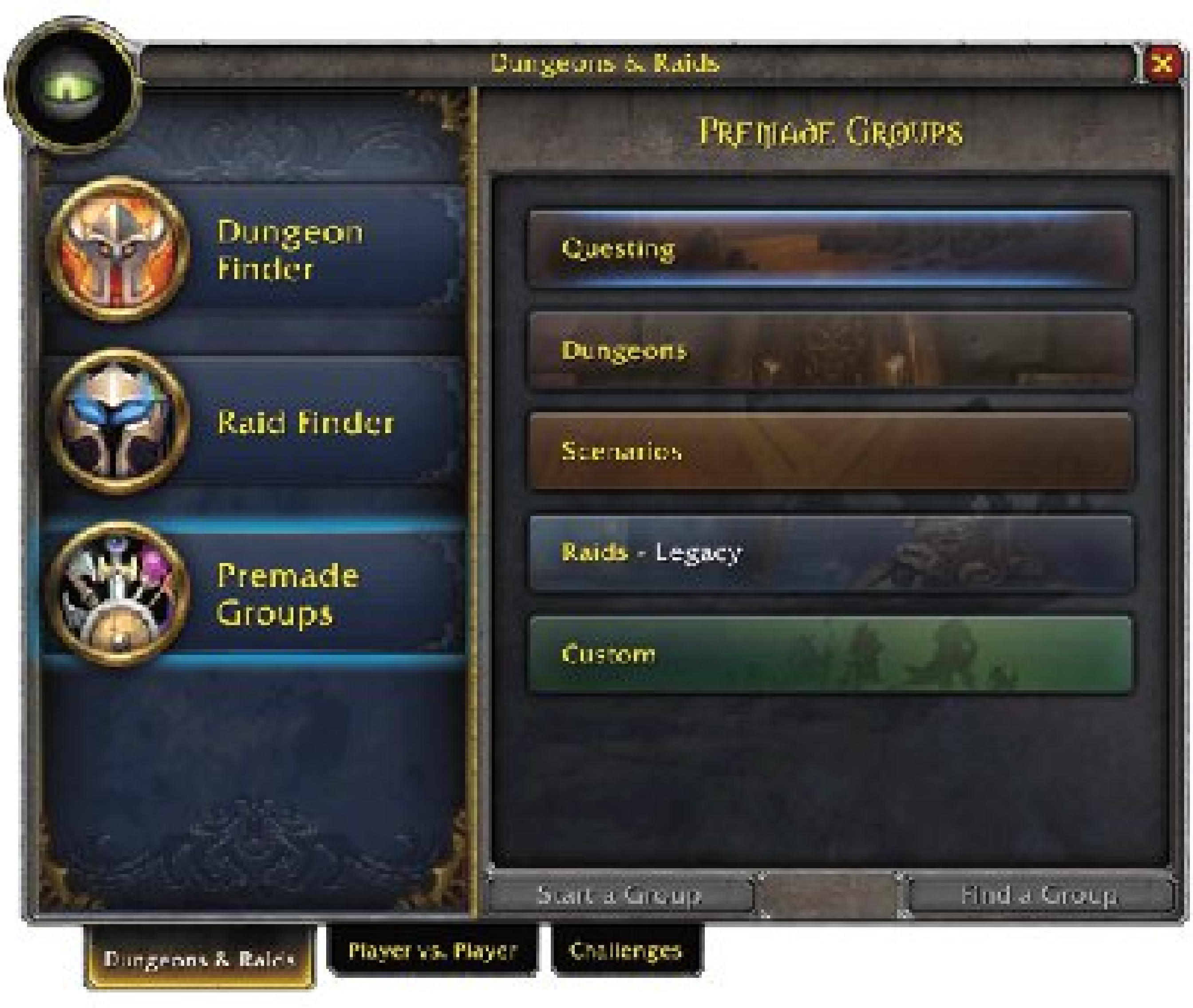

Mounts
Summon Random Favorite Mount
Search
Filter
Azure Water Strider
Dark Riding Talbuk
Tan Riding Talbuk
Tan War Talbuk
Mount
Mounts
Pet Journal
Toy Box

MOUNT IMPROVEMENTS

The world of Draenor has many new mounts to obtain and collect, and the Mount tab has been updated with new lore and information about every mount in the game. You can now sort your list to see what mounts you already have, what mounts you have left to collect, and where they can be obtained. Sort even further if you wish to see which mounts are rare drops, vendor purchased, available in the in-game store, and more.

Warlords of Draenor has also added the ability to create a list of favorite mounts. To mark a mount as a favorite, simply right-click the icon for the mount and choose "Set Favorite." This will add a star to the mount icon and move it to the top of your list of collected mounts. To remove the mount from your favorites, right-click the icon again and select "Remove Favorite."

If you have a long list of favorite mounts, a new Summon Random Favorite Mount button has been added to the mount tab—this button can be placed on your action bars as well. Pushing the button summons a random mount from the list of favorites you have marked.


Dungeons & Raids
Premade Groups
Dungeon Finder
Raid Finder
Premade Groups
Questing
Dungeons
Scenarios
Raids - Legacy
Custom
Start a Group
Find a Group
Dungeons & Raids
Player vs. Player
Challenges

PREMADE GROUPS

The Dungeon Finder isn't just for dungeons anymore! Added to the Dungeon Finder tab is a new Premade Groups feature that allows players to assemble groups for quests, classic raids, dungeons, or anything else they can think of. You can also use the feature to search for groups that are being assembled for things you'd like to do.

WORLD of WARCRAFT
WARLORDS of DRAENOR

BRAVING A SAVAGE WORLD

Profession Changes

All professions now have their maximum skill level raised to 700 (Draenor Master). Professions are now even easier to learn and level than ever before, with no need to backtrack into old content to level up your skill. With the addition of Garrisons, you can now take advantage of far more than just the professions you've learned!

LEARNING & LEVELING

If you are a newly boosted level 90 character, don't worry about heading to trainers to learn each level of a profession before going to Draenor. Unique rare items that drop in Draenor will not only teach you a secondary profession if you haven't learned it, but they will also unlock your skill level all the way to 700, regardless of your current skill in that profession.

PROFESSIONS & GARRISONS

Among the many structure options for your Garrison is an assortment of buildings for each and every profession in the game. A mine, herb garden, and fishing pond are unlocked via Garrison quests, and you can gather herbs and ore even if you don't have the Herbalism or Mining profession. In addition, blueprints are available for every crafting profession in the game. Create a building to enhance production of a profession you've already learned, or choose a building that allows access to crafted materials you can't create yourself—the choice is up to you!

ARAKKOA OUTCASTS

NEUTRAL

In the Spires of Arak, the Arakkoa Outcasts fight a dangerous battle against the Adherents of Rukhmar. Players can earn reputation with the Outcasts by completing quests in both the Spires of Arak and Talador. Much like the Lorewalkers of Pandaria, the Arakkoa Outcasts also offer crates of Archaeology Fragments, as well as a variety of different and valuable reputation rewards. Earning Exalted reputation with the Arakkoa Outcasts grants you a special title, "Talon King" or "Talon Queen."

Reputation Rewards

Name	Requirement	Type	Description
Arakkoa Elixir	Friendly	Consumable	Use: Grants a chance to deal fire damage and increases movement speed by 5%. Lasts 30 mins. Can only be used in Spires of Arak.
Saberon Protector	Honored	Trinket	+138 Multistrike (2.09% @ L100)Equip: Your harmful abilities have a chance to cause you to summon a Saberon Bodyguard to fight by your side for 12 sec.
Son of Sethe	Revered	Companion (Battle Pet)	Use: Teaches you how to summon this companion.
Wings of the Outcasts	Revered	Other (Miscellaneous)	Use: Reduces your falling speed for 2 min. (3 Min Cooldown)
Arakkoa Outcasts Tabard	Exalted	Tabard	
Draenor Archaeologist's Lodestone	Exalted	Archaeology	Use: Teleports you to a random active digsite in Draenor. (30 Min Cooldown)
Draenor Archaeologist's Map	Exalted	Archaeology	Use: Randomizes your Archaeology digsites in Draenor. (30 Min Cooldown)

COUNCIL OF EXARCHS

ALLIANCE

Under the leadership of five powerful Exarchs, the draenei of Draenor have prospered in a savage world. It is up to you to earn the favor of these wise Exarchs while helping them defend their lands from the encroaching Iron Horde. Reputation can be gained by completing quests in Shadowmoon Valley and Talador, as well as quests offered in your Garrison. Earning Exalted reputation with the Council of Exarchs grants you a special title, "Chancellor."

Reputation Rewards

Name	Requirement	Type	Description
Exarch Elixir	Friendly	Consumable	Use: Grants a chance to deal Holy damage and increases movement speed by 5%. Lasts 30 mins. Can only be used in Shadowmoon Valley.
Permanent Time Bubble	Honored	Other (Miscellaneous)	Use: Interacting with the enchanted orb takes the person out of time for 20 sec seconds. (10 Min Cooldown)
Tranquility of the Exarchs	Honored	Trinket	+138 Critical Strike (1.25% @ L100)Equip: Your harmful abilities have a chance to cause you to summon a Paladin Protector to fight by your side for 12 sec.
Relic of Karabor	Revered	Other (Miscellaneous)	Use: Teleports the caster to the Path of the Light in Karabor. (4 Hrs Cooldown)
Draenei Micro Defender	Revered	Companion (Battle Pet)	Use: Teaches you how to summon this companion.
Contract: Cleric Maluuf	Revered	Follower Contract	Use: Hire this follower.
Council of Exarchs Tabard	Exalted	Tabard	
Dusty Rockhide	Exalted	Mount	Use: Teaches you how to summon this mount.Requires Journeyman Riding

FROSTWOLF ORCS

HORDE

The Frostwolf Orcs of Frostfire Ridge are a tight-knit family of brutal warriors who deal directly with Horde players. The Frostwolf Orcs turned down the Iron Horde, and now live in near constant conflict with other clans. Reputation with the Frostwolf Orcs can be earned by completing quests in Frostfire Ridge and Talador, as well as select quests offered in your Garrison. Earning Exalted reputation with the Frostwolf Orcs grants you a special title, "of the Frostwolves."

Reputation Rewards

Name	Requirement	Type	Description
Frostwolf Elixir	Friendly	Consumable	Use: Grants a chance to deal Frost damage and increases movement speed by 5%. Lasts 30 mins. Can only be used in Frostfire Ridge.
Permanent Frost Essence	Honored	Toy	Use: Interacting with the permanent frost essence lowers the bodys temperature for 2 min minutes. (10 Min Cooldown)
Howl of the Frostwolf	Honored	Trinket	+138 Critical Strike (1.25% @ L100) Equip: Your harmful abilities have a chance to cause you to summon a Frostwolf to fight by your side for 12 sec.
Bladespire Relic	Revered	Other (Miscellaneous)	Use: Teleports the caster to the Great Hall of Bladespire Fortress. (4 Hrs Cooldown)
Frostwolf Pup	Revered	Companion (Battle Pet)	Use: Teaches you how to summon this companion.
Contract: Karg Bloodfury	Revered	Follower Contract	Use: Hire this follower.
Frostwolf Tabard	Exalted	Tabard	
Swift Frostwolf	Exalted	Mount	Use: Teaches you how to summon this mount.Requires Journeyman Riding

STEAMWHEEDLE PRESERVATION SOCIETY

NEUTRAL

The goblins of the Steamwheedle Preservation Society are primarily found in Nagrand, hunting down ogre relics with the intention of selling them to the highest bidder. You can earn reputation with the Steamwheedle Preservation Society by completing quests in Nagrand. Earning Exalted reputation with the Steamwheedle Preservation Society grants you a special title, "Conservationist."

Reputation Rewards

Name	Requirement	Type	Description
Steamwheedle Elixir	Friendly	Consumable	Use: Grants a chance to deal Fire damage and increases movement speed by 5%. Lasts 30 mins. Can only be used in Nagrand.
Goblin Hot Potato	Honored	Other (Consumable)	Use: Attempt to throw the Goblin Hot Potato to a friendly player. If they have free room in their pack they will catch it... assuming you manage to throw it safely! (2 Sec Cooldown)
Portable Goon Squad	Honored	Trinket	Equip: Your harmful abilities have a chance to cause you to summon The Thumper to fight by your side for 12 sec.
Captured Forest Sproutling	Revered	Companion (Battle Pet)	Use: Teaches you how to summon this companion.
Indentured Albino River Calf	Revered	Companion (Battle Pet)	Use: Teaches you how to summon this companion.
Contract: Professor Felblast	Revered	Follower Contract	Use: Hire this follower.
Steamwheedle "Preservation" Society Tabard	Exalted	Tabard	
Domesticated Razorback	Exalted	Mount	Use: Teaches you how to summon this mount.Requires Journeyman Riding

VOL'JIN'S SPEAR

HORDE

Vol'jin's Spear are the Horde forces located in Ashran and stationed at Warspear. As a military organization, reputation with Vol'jin's Spear is earned by doing quests and completing PvP objectives on the main island of Ashran. Reputation rewards include special items that can be used on the battlefields of Ashran, as well as PvP gear. Earning Exalted reputation with Vol'jin's Spear grants you a special title, "Spear of Vol'jin."

Reputation Rewards

Name	Requirement	Type	Description
Disposable Pocket Flying Machine	Friendly	Other (Miscellaneous)	Use: Summon a Pocket Flying Machine to carry your Artifact Fragments back to Warspear Outpost, rewarding you with appropriate honor and reputation. Your Artifact Fragments will be evenly distributed among available objectives for the Horde. (2 Hrs Cooldown)
Vol'jin's Spear Battle Standard	Friendly	Consumable	Use: Place a Battle Standard at your location with 300000 health. In Ashran, the Battle Standard increases the Versatility of all members that stay within 45 yards by 1040. Lasts 30 sec. (15 Min Cooldown)
Swift Riding Crop	Honored	Other (Miscellaneous)	Use: Allows you to instantly mount for 1 hour while in Ashran.
Flimsy X-Ray Goggles	Honored	Other (Miscellaneous)	Use: Grants vision into enemy players loot bags, indicating those who are carrying Artifact Fragments. Lasts for 1 hour.
LeBlanc's Recorder	Revered	Other (Miscellaneous)	Use: Emits a pleasing tune, calling indigenous wildlife to assist you in battle against enemy players within 60 yards. (1 Hr Cooldown)
Vol'jin's Spear Tabard	Exalted	Tabard	Tabard

WRYNN'S VANGUARD

ALLIANCE

Wrynn's Vanguard are the Alliance forces in Ashran, stationed at Stormshield. As with Vol'jin's Spear, reputation with Wrynn's Vanguard is also earned by completing PvP objectives and doing quests in Ashran. Rewards include special items that can be used on the battlefields of Ashran, as well as PvP gear. Earning Exalted reputation with Wrynn's Vanguard grants you a special title, "Sword of Wrynn."

Reputation Rewards

Name	Requirement	Type	Description
Disposable Pocket Flying Machine	Friendly	Other (Miscellaneous)	Use: Summon a Pocket Flying Machine to carry your Artifact Fragments back to Stormshield Stronghold, rewarding you with appropriate honor and reputation.Your Artifact Fragments will be evenly distributed among available objectives for the Alliance. (2 Hrs Cooldown)
Wrynn's Vanguard Battle Standard	Friendly	Consumable	Use: Place a Battle Standard with 300000 health that increases the Versatility of all members that stay within 45 yards of the Battle Standard by 1040. Lasts 2 min. May only be used in Ashran. (15 Min Cooldown)
Swift Riding Crop	Honored	Other (Miscellaneous)	Use: Allows you to instantly mount for 1 hour while in Ashran.
Flimsy X-Ray Goggles	Honored	Other (Miscellaneous)	Use: Grants vision into enemy players loot bags, indicating those who are carrying Artifact Fragments. Lasts for 1 hour.
LeBlanc's Recorder	Revered	Other (Miscellaneous)	Use: Emits a pleasing tune, calling indigenous wildlife to assist you in battle against enemy players within 60 yards. (1 Hr Cooldown)
Wrynn's Vanguard Tabard	Exalted	Tabard	Tabard

LAUGHING SKULL ORCS

HORDE

The Laughing Skull Orcs are Horde allies found in the harsh wilds of Gorgrond. As Horde players quest through the area, they will encounter and ally with the Laughing Skull. The Laughing Skull are not, however, traditional allies—reputation and trade with the Laughing Skull can only be accessed if you have built a Trading Post in your Garrison and upgraded it to level 2. Earning Exalted reputation with the Laughing Skull Orcs grants you a special title, "Comedian."

Reputation Rewards

Name	Requirement	Type	Description
Laughing Skull Elixir	Friendly	Consumable	Use: Grants a chance to deal Shadow damage and increases movement speed by 5%. Lasts 30 mins. Can only be used in Gorgrond.
Happy Fun Skull	Friendly	Other (Consumables)	Use: Throw the Happy Fun Skull to a friendly player. If they have free room in their pack they will catch it!
Maniacal Grimace	Honored	Trinket	+138 Mastery (1.25 @ L100)Equip: Your harmful abilities have a chance to cause you to summon a Laughing Skull Berserker to fight by your side for 12 sec.
Tickle Totem	Honored	Consumable	Use: Set down your Tickle Totem. (30 Min Cooldown)
Bloody Visage of the Laughing Skull	Revered	Head Cosmetic	Binds when picked up Head Cosmetic Durability 30 / 30
Bone Wasp	Revered	Companion (Battle Pet)	Use: Teaches you how to summon this companion
Frozen Visage of the Laughing Skull	Revered	Head Cosmetic	Binds when picked up Head Cosmetic Durability 30 / 30
Visage of the Laughing Skull	Revered	Head Cosmetic	Binds when picked up Head Cosmetic Durability 30 / 30
Contract: Cacklebon	Revered	Follower Contract	Use: Hire this follower.
Golden Visage of the Laughing Skull	Exalted	Head Cosmetic	Binds when picked up Head Cosmetic Durability 30 / 30
Ironside Warwolf	Exalted	Mount	Use: Teaches you how to summon this mount.Requires Journeyman Riding
Laughing Skull Orcs Tabard	Exalted	Tabard	

SHA'TARI DEFENSE

ALLIANCE

The defenders of Shattrath struggle to regain control of their capital city with the help of the Alliance. As Alliance players quest in Talador, they will encounter, aid, and ally with these heroic draenei. Like the Laughing Skull, reputation and trade with the Sha'tari Defense can only be accessed if you have built a Trading Post in your Garrison and upgraded it to level 2. Earning Exalted reputation with the Sha'tari Defense grants you a special title, "Sniper."

Reputation Rewards

Name	Requirement	Type	Description
Sha'tari Elixir	Friendly	Consumable	Use: Grants a chance to deal Arcane damage and increases movement speed by 5%. Lasts 30 mins. Can only be used in Gorgrond.
Sha'tari Protector	Honored	Trinket	+138 Mastery (1.25 @ L100) Equip: Your harmful abilities have a chance to cause you to summon a Sha'tari Golem to fight by your side for 12 sec.
Soul Evacuation Crystal	Honored	Toy	Use: Protect your soul from demons for 1 hour. (5 Min Cooldown)
Boots of the Sha'tari Defense	Revered	Feet (Cosmetic Armor)	Can be transmogrified by: Human, Dwarf, Night Elf, Gnome, Draenei, Worgen, Pandaren
Bracers of the Sha'tari Defense	Revered	Wrist (Cosmetic Armor)	Can be transmogrified by: Human, Dwarf, Night Elf, Gnome, Draenei, Worgen, Pandaren
Breastplate of the Sha'tari Defense	Revered	Chest (Cosmetic Armor)	Can be transmogrified by: Human, Dwarf, Night Elf, Gnome, Draenei, Worgen, Pandaren
Gauntlets of the Sha'tari Defense	Revered	Hands (Cosmetic Armor)	Can be transmogrified by: Human, Dwarf, Night Elf, Gnome, Draenei, Worgen, Pandaren
Greathelm of the Sha'tari Defense	Revered	Head (Cosmetic Armor)	Can be transmogrified by: Human, Dwarf, Night Elf, Gnome, Draenei, Worgen, Pandaren
Legplates of the Sha'tari Defense	Revered	Legs (Cosmetic Armor)	Can be transmogrified by: Human, Dwarf, Night Elf, Gnome, Draenei, Worgen, Pandaren
Shoulderguards of the Sha'tari Defense	Revered	Shoulder (Cosmetic Armor)	Can be transmogrified by: Human, Dwarf, Night Elf, Gnome, Draenei, Worgen, Pandaren
Nether Ray Fry	Revered	Companion (Battle Pet)	Use: Teaches you how to summon this companion.
Sha'tari Defender's Medallion	Revered	Toy	Use: Become a Sha'tari Defender for 1 hour. (2 Hrs Cooldown)
Contract: Vindicator Heluun	Revered	Follower Contract	Use: Hire this follower.
Armored Irontusk	Exalted	Mount	Use: Teaches you how to summon this mount.Requires Journeyman Riding
Sha'tari Defense Tabard	Exalted	Tabard	

PLAYER VS PLAYER COMBAT

The Warlords of Draenor expansion introduces a new, large-scale world PvP zone off the coast of Tanaan Jungle. The island of Ashran includes two new faction cities: Warspear for the Horde, and Stormshield for the Alliance. These new towns are the centers of trade, commerce, and transportation for both factions on Draenor. But Ashran also holds an ongoing, never-ending battle in the middle of the island. Ashran features dynamic objectives that shift and change depending on the current status of the battle. You may find yourself on the offensive one moment, and then switching to defensive play and gathering supplies the next. The battle on Ashran is ever-evolving, and has no clear beginning, middle, or end—you can join the battle as you see fit, and leave the battle at any time.

Skirmishes are also available for players that want the challenge of Arena combat without the pressure of earning ranks. You can queue for Skirmishes on your own, or with a group of two or three friends. Although you do not earn ranks for Skirmishes, they do reward honor points and gold, and also have a small chance to reward gear as well.

WORLD
WARCRAFT
WARLORDS of DRAENOR

PROVING YOURSELF

Proving Yourself

The dungeons of Draenor are a daunting prospect to even the mightiest of Azeroth's heroes. In order to prove yourself worthy of entering Draenor's dungeons on Heroic difficulty, you must complete a series of solo trials that test your ability to handle the toughest of challenges. These trials take place in a solo scenario located in the Temple of the White Tiger in Pandaria, called the Proving Grounds.

CHALLENGING TRIALS

The Proving Grounds test your ability in one of three roles in the game: tanking, healing, or dealing damage. Each trial has its own set of unique challenges designed to test your knowledge and skill. There are three different levels of difficulty for each role challenge: Bronze, Silver, and Gold. To participate in Draenor's dungeons on Heroic difficulty, you need to complete Silver difficulty for your specialization.

To begin, simply speak to your Mission Specialist, Lieutenant Thorn (Alliance) or Warmaster Zog (Horde), in your Garrison to enter the Proving Grounds. Once there, speak to Trial Master Rotun to begin the trial. Don't worry about getting your gear to a particular item level or quality; the Proving Grounds scale to a difficulty that best suits the gear you already have equipped, so no special gear or items are necessary. There are three different types of challenges in the Proving Grounds:

Basic Damage Challenge

The challenge for damage dealing players is fairly straightforward. Various groups of enemies appear in the Temple, and you must defeat them in a set time period. If you do not defeat the enemies before the timer expires, you lose the challenge.

Basic Tank Challenge

For the tank challenge, players must protect an NPC healer and damage dealer, picking up all enemies that spawn and keeping them off of the NPC. If either you or the NPC are damaged down to zero health, you lose the challenge.

Basic Healer Challenge

Healers encounter a group of four NPCs in their challenge. The group will need to be healed through several encounters. If any member of your group is allowed to reach zero health, you lose the challenge.

BASIC DAMAGE CHALLENGE

Proving Grounds
Wave 2/5

The Damage Challenge is a timed challenge in which you need to defeat all enemies as quickly as possible. If the timer expires, you must start the challenge again from round one. Before you begin, take a look at your talents and glyphs. Choose options that enhance your damage and movement speed, rather than anything that prevents damage. Enemies do not attack you directly, but several types have plenty of health or abilities that can slow you down.

All enemies come in two versions, Small and Large. Larger enemies have more health and take longer to defeat. Some enemies have spells and abilities that might seem counterproductive, but can actually help you kill other enemies faster. There are eight different types of enemies.

Enemy	Description	Note
Illusionary Amber-Weaver	Amber-Weavers create Amber Globules. The Globule explodes when it strikes an enemy, encasing it in amber and increasing damage taken by 50%.	Avoid being hit by the Amber Globule, but use its effect to your advantage by kiting it over your enemies.
Illusionary Banana-Thrower	Banana-Throwers run around the room and cast Fan of Bananas, which will slow down your attacks.	Use your stuns, slows, and crowd-control abilities to halt these enemies in their tracks and prevent them from casting Fan of Bananas.
Illusionary Banshee	Banshees are lethal. After 10 seconds, Banshees detonate the timer and instantly end your challenge. Large Banshees do so after 15 seconds.	Kill these enemies immediately. They should be top priority if they appear.
Illusionary Mystic	Mystics are healers that quickly overcompensate for any damage you put out.	The healing spell that Mystics cast can be interrupted. Most crowd-control and stun abilities also work against these enemies.
Illusionary Guardian	Guardians like to hide behind a projected shield that deflects all damage taken.	You can damage these enemies by standing behind them, negating the effect of their shield.
Illusionary Sha	Sha have two phases: one with a Protection Shield, during which they take 50% less damage; and one in which the shield drops and they take 300% more damage. They also have a considerable amount of health.	Save your big abilities and cooldowns for when the Protection Shield drops and the enemy is vulnerable.
Illusionary Slayer	Slayers do no damage at all; they simply stand in one place with no special attacks.	Slayers are fairly low priority, as they do no damage.
Illusionary Varmint	Varmints have no attacks or special abilities, but they always appear in groups.	These enemies have fairly low health. Use your AoE abilities to quickly take them out.

BASIC TANK CHALLENGE

Greetings. I am Sikari, master of jade lightning, chi, and healing mists. For this trial, you must protect me from the incoming illusions, while I heal you and dispatch our foes.

The Tank Challenge involves protecting an NPC, Sikari the Mistweaver, who assists you in the fight as both healer and DPS. If either you or Sikari reach zero health, you fail the challenge. Mobs spawn in waves that must be picked up and effectively tanked before they reach Sikari. Before beginning, take a look at your talents and glyphs. Sikari only provides a heal over time, so choose abilities that can help mitigate or prevent burst damage, or abilities that increase self-healing.

Enemies in the Tank Challenge come in both Large and Small versions. Large enemies have far more health and do more damage. Almost every mob you encounter immediately runs to Sikari, so for the most part, keep close to her. AoE crowd-control abilities, kiting, and abilities that spawn NPCs can all be fairly helpful. There are six different types of enemies to defeat in the Tank Challenge.

Enemy	Description	Note
Illusionary Ripper	Rippers do not have any kind of special attacks.	Rippers are fairly low-priority targets and are only really threatening when they appear in packs.
Illusionary Forager	Foragers like to Chomp their targets. This attack has a stacking debuff that does increasing amounts of damage.	While Foragers can be difficult to defeat in larger packs, they can be crowd-controlled to diminish Chomp's devastating damage.
Illusionary Flamecaller	Flamecallers create Lava Pools. Standing in the Laval Pool burns you, but it also burns enemies. Small Flamecallers also cast Fireball, while Large Flamecallers cast Pyroblast.	Avoid any Lava Pools on the ground. Kite your enemies into the pools to defeat them more efficiently.
Illusionary Wind-Guard	Wind-Guards cast a spell called Wing Blast, which not only knocks you back across the room, it also reduces the threat you have generated by 99%.	A taunt negates Wind Blast's threat-reduction effect. However, you'll want to position yourself so that you are knocked towards Sikari, to taunt the enemies back quickly.
Illusionary Ambusher	Ambushers use Fan of Bananas, which deals a large amount of AoE damage.	You must tank the Ambushers far away from Sikari, so the Fan of Bananas doesn't hit her.
Illusionary Conqueror	Conquerors have two fairly deadly abilities. Powerful Slam deals large amounts of damage and stuns, and Enrage causes the Conqueror to gain 200% increased damage, 50% increased attack speed, 150% increased movement speed, and immunity to crowd-control.	Powerful Slam is a cone effect cast in front of the Conqueror. Move out of the way before it goes off. Save your big defensive cooldowns in order to survive the Conqueror's Enrage damage.

BASIC HEALER CHALLENGE

4,025
Proving Grounds
Wave 1/5

The Healer Challenge places you in a party with four NPCs. Oto the Protector is a Warrior tank, Sooli the Survivalist is a Hunter, Kavan the Arcanist is a Mage, and Ki the Assassin is a Rogue. In order to pass the Healer Challenge, you and all four NPCs must survive waves of incoming mobs that spawn on a timer. Before beginning, take a look at your talents and glyphs. You will not be out of combat long enough to drink and replenish your mana, so any talents or glyphs that help with regeneration or efficient healing should be considered.

Enemies in the Healer Challenge come in Large and Small versions. Large enemies typically do more damage and have more health. The key to the Healer Challenge lies in choosing the right heals at the right time in order to heal efficiently without draining your mana pool. There are six different types of mobs your group faces during the challenge.

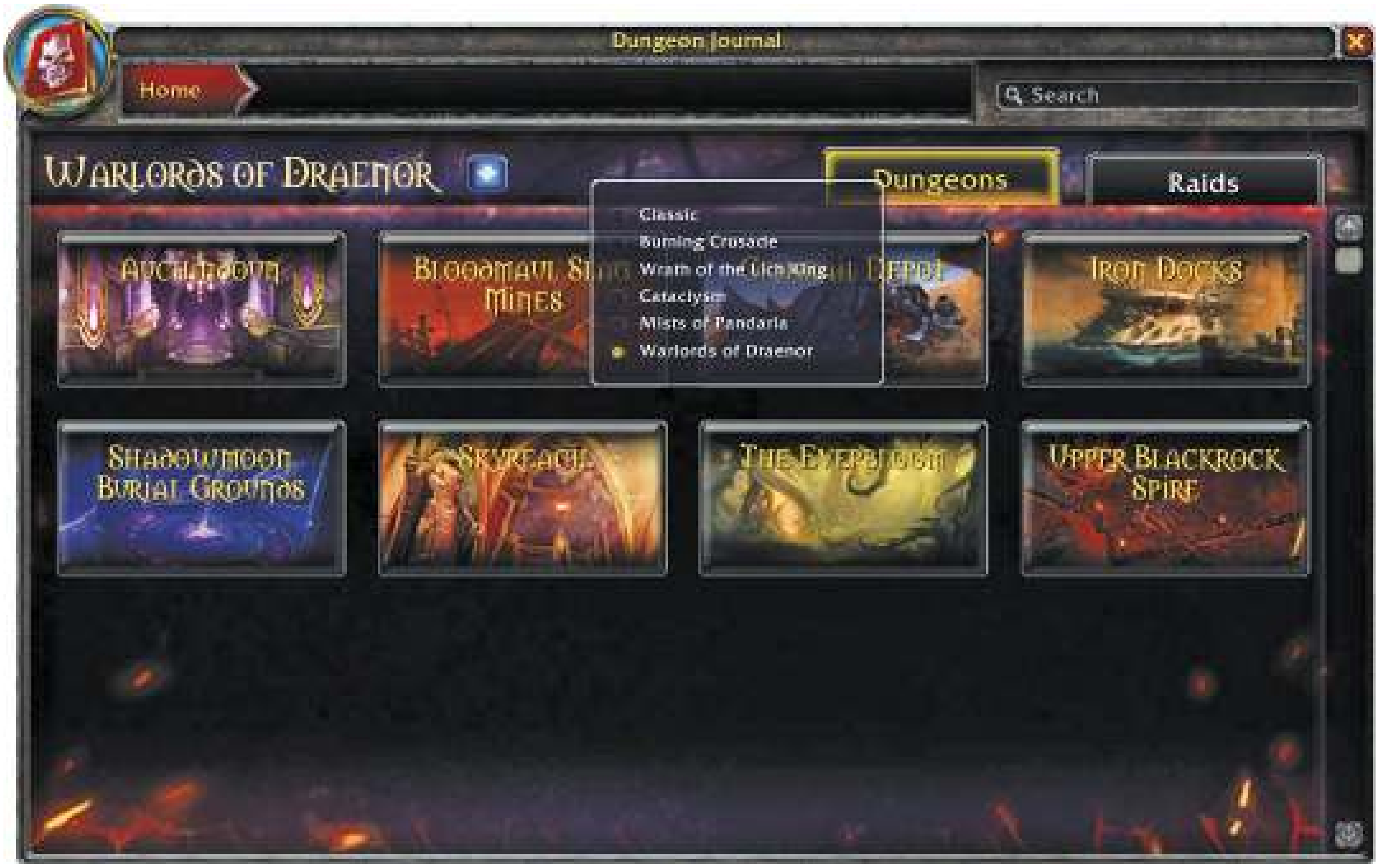
Enemy	Description	Note
Illusionary Ripper	Rippers have no special attacks. They are the only mobs that can be crowd-controlled.	Rippers are the only mobs that can be crowd-controlled by anything other than a stun. If you have any crowd-control abilities, use them freely on the Rippers to help negate any damage being dealt.
Illusionary Hive-Singer	Hive-Singers cast an AoE spell called Sonic Blast that does damage to the entire party.	Sonic Blast requires spells that heal the entire group at once. The spell can be interrupted, however. If your class has a stun or interrupt ability, use it on these mobs to help offset the damage being dealt.
Illusionary Flamecaller	Flamecallers cast a spell that causes Lava Pools to collect on the ground. After casting this, they switch to casting Fireball if they are Small, or Pyroblast if they are Large.	Make sure to stay out of Lava Pools, and watch your party closely to heal anyone that may have taken damage from one. Pyroblast tends to do a lot of damage, so make sure you're watching whom the Flamecallers are targeting, and keep that person healed.
Illusionary Aqualyte	Aqualytes mainly focus on damaging the tank, but they also cast Aqua Bomb on a random party member who then takes damage every second for 6 seconds, until they explode, dealing damage and knocking back anyone nearby.	Dispel Aqua Bomb as quickly as possible to negate any possible explosion damage or knockback effects.
Illusionary Tunneler	Tunnelers tunnel under the ground to a random party member and cast Chomp. This ability leaves a damage over time debuff on the target that will not be removed until the target is healed up to 90% of their health.	Healing the Chomp target as quickly as possible is top priority, especially if the Tunnelers are targeting the tank. Use your fastest heals, and keep people topped off between waves of Tunnelers.
Illusionary Conqueror	Conquerors hit very hard, and also have an Enrage that increases their melee damage for 10 seconds. Usually, Conquerors are only up long enough to cast one Enrage, but sometimes they can get away with two before they are defeated.	Save your biggest healing cooldowns for Oto the Protector, as he will be getting hit very hard during the Conqueror's Enrage. Oto does have a Shield Wall ability, and he uses it if it's available, so watch to make sure you aren't casting any of your important cooldowns while his Shield Wall is up and active.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

WORLD DUNGEONS

Introduction

The uncharted, brutal lands of Draenor feature not only new territory to explore, but also new dungeons to conquer on your journey to defeat the Iron Horde. The Warlords of Draenor expansion features seven new dungeons, as well as an updated, reimagined version of one of World of Warcraft's classics. These new dungeons open up as you level, and all dungeons are available to complete on Heroic difficulty at level 100, as well as Challenge Mode difficulty for those who want to test their mettle against the toughest of Draenor's foes.

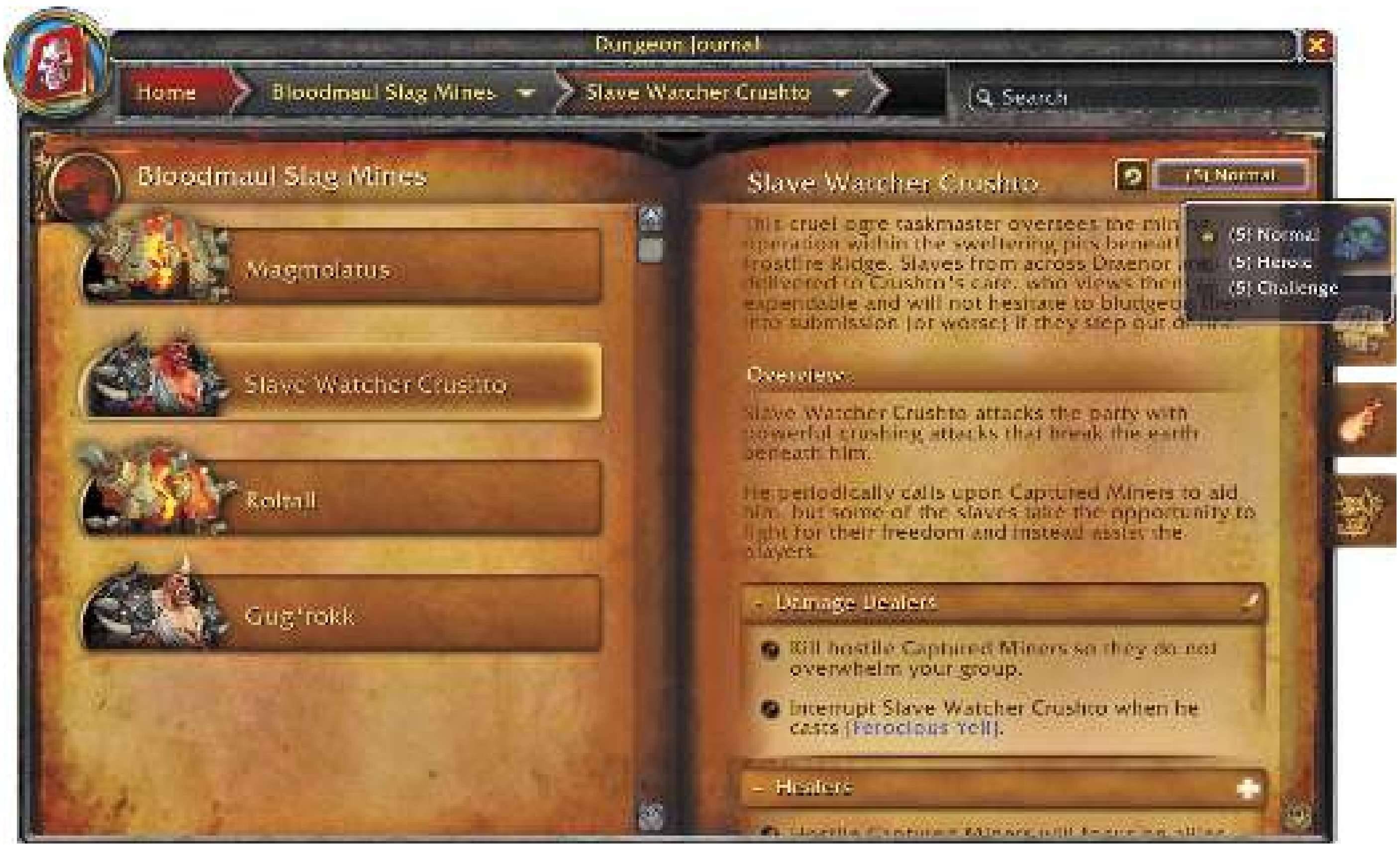

Dungeon Journal
Home
Search
Warlords of Draenor
Dungeons
Raids
Classic
Burning Crusade
Wrath of the Lich King
Cataclysm
Mists of Pandaria
Warlords of Draenor
Auchindoun
Bloodmaul Sl
Mines
l Depot
Iron Docks
Shadowmoon Burial Grounds
Skyreach
The Everbloom
Upper Blackrock Spire

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

Dungeon Journal

The Dungeon Journal contains a wealth of information about various dungeons, raids, and world boss encounters you'll come across in Draenor. To open the Dungeon Journal, simply click on the book icon in the interface bar, or hold down Shift and press the letter "j." Alternatively, you may also click a boss icon while viewing a dungeon's map to bring up the Dungeon Journal entry for that boss.

Navigate the Dungeon Journal by using the dropdown bar to choose between expansions and dungeons. To learn more about a particular boss, choose the dungeon in which the boss is located, and click on the boss icon. You can then view abilities and what to pay attention to during the encounter, along with a loot list with drops that are relevant to you. The Dungeon Journal also includes a list of helpful icons to denote which abilities require close attention.


Dungeon Journal
Home
Bloodmaul Slag Mines
Slave Watcher Crushto
Search
Bloodmaul Slag Mines
Magmolatus
Slave Watcher Crushto
Roltall
Gug'rokk
Slave Watcher Crushto
(5) Normal
(5) Normal
(5) Heroic
(5) Challenge

Overview:

Slave Watcher Crushto attacks the party with powerful crushing attacks that break the earth beneath him.

He periodically calls upon Captured Miners to aid him, but some of the slaves take the opportunity to fight for their freedom and instead assist the players.

- Damage Dealers
  - Kill hostile Captured Miners so they do not overwhelm your group.
  - Interrupt Slave Watcher Crushto when he casts [Ferocious Yell].
- Healers

Icons In The Dungeon Journal

☠	Heroic Ability Only
●	Enrage
✹	Deadly
!	Important
◎	Magic Effect
💧	Poison Debuff
✶	Curse Debuff
☠	Disease Debuff
🗡	Damage Dealer Alert
✚	Healer Alert
🛡	Tank Alert
⚡	Interruptable Ability

World of Warcraft
Warlords of Draenor

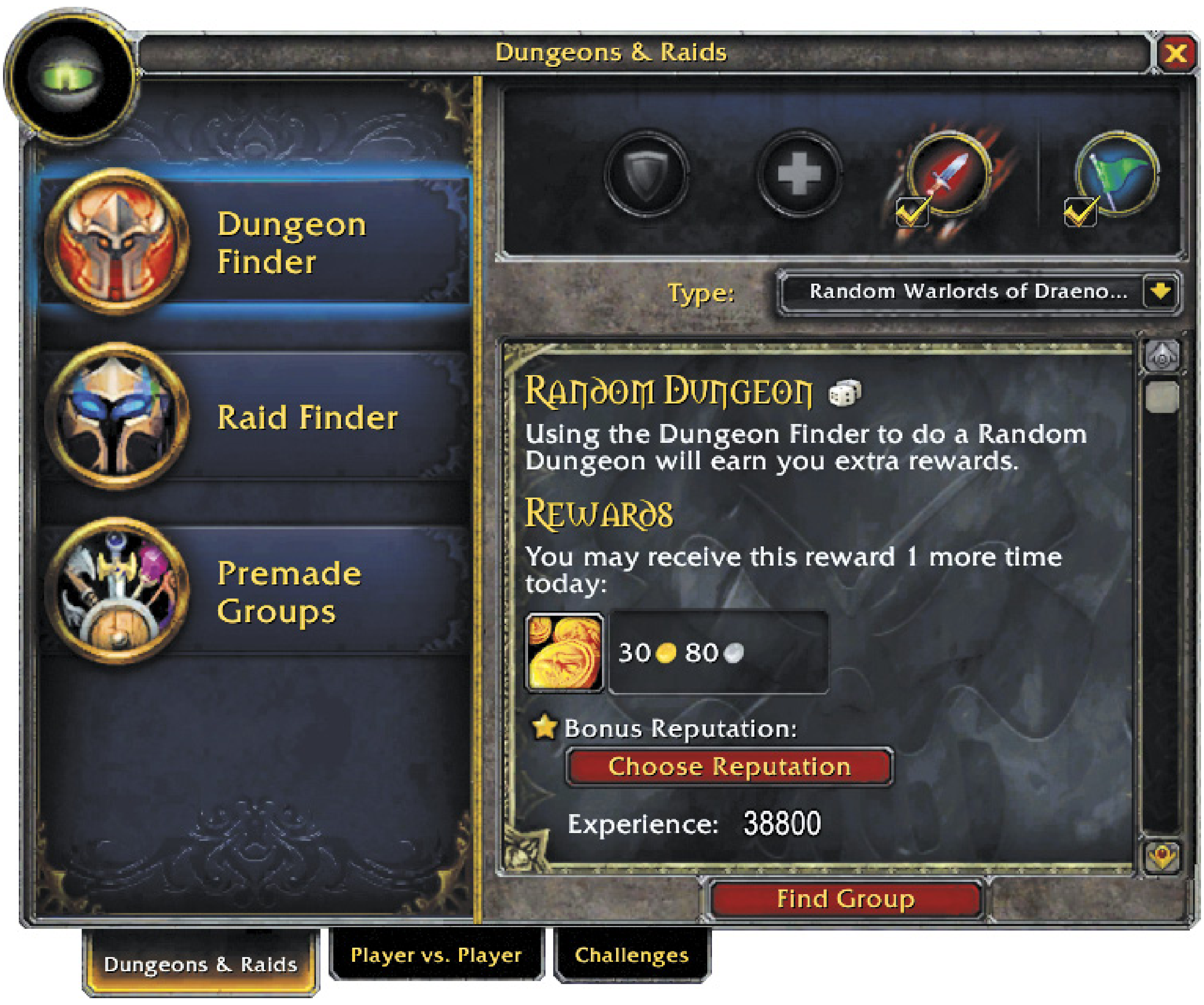
WORLD DUNGEONS

Dungeon Finder

The Dungeon Finder tool now makes it even easier to locate a group for a dungeon. Click the green Dungeon Finder icon or press the letter "i" to open the interface and begin. Through the Dungeon Finder, you may queue for any of Draenor's dungeons and raids. Choose your preferred role or roles (Tank, Healer, Damage) by clicking on the appropriate icon.

If you are choosing more than one role, make sure to note which role you have been chosen to fill upon entering a dungeon. If you are comfortable with dungeons and don't mind giving other players guidance on encounters, you may also check the green flag icon to indicate you are willing to be a dungeon guide.

You may choose between queueing for specific Draenor dungeons, or random dungeons. If you would like a specific dungeon, check the desired dungeon from the full list. Choosing a random dungeon only queues you for dungeons for which you meet the minimum requirements, so no need to worry about being too low-level or under-geared to successfully complete a dungeon.


Dungeons & Raids
Dungeon Finder
Raid Finder
Premade Groups
Find Group
Dungeons & Raids
Player vs. Player
Challenges

Type: Random Warlords of Draeno...

Random Dungeon

Using the Dungeon Finder to do a Random Dungeon will earn you extra rewards.

Rewards

You may receive this reward 1 more time today:

30 80

Bonus Reputation: Choose Reputation

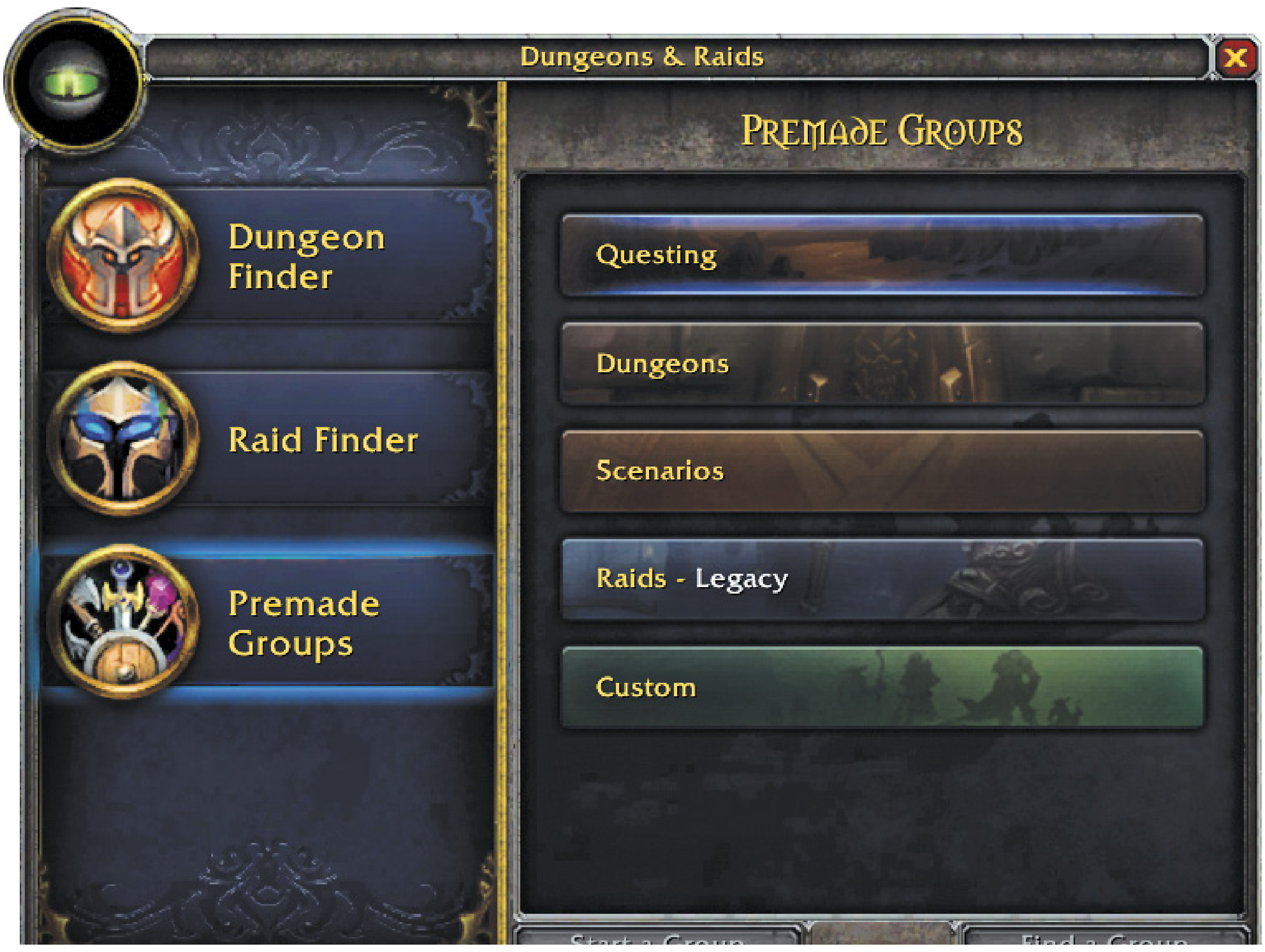
Experience: 38800

PREMADE GROUPS

In addition to dungeons and raids, the Dungeon Finder now features a Premade Groups option. The Premade Groups feature allows you to put together a group for virtually anything you can do in World of Warcraft: questing, classic dungeons and raids, current dungeons and raids, or any other content that you'd like to complete. With the Premade Groups feature, you can either search for a group already in progress or create your own customized listing for other interested players to find.

To create a Premade Group, select the type of content you wish to create a group for: Questing, Dungeons, Scenarios, Legacy Raids, or Custom. Click Start a Group, and fill in the blanks to let players know where you are going, what you are hoping to accomplish there, any additional details they might need to know, and the minimum item level you'd like to see for players to participate. Once you're finished, click List Group and wait for others to join.

If you don't want to put together your own group listing, search to see if anyone is currently looking for more players to do the content you'd like to complete. When you find an appropriate group, ask to join.


Dungeons & Raids
Dungeon Finder
Raid Finder
Premade Groups
Premade Groups
Questing
Dungeons
Scenarios
Raids - Legacy
Custom

WORLD
WARLORDS of DRAENOR

NEW DUNGEONS FOR WARLORDS OF DRAENOR

Bloodmaul Slag Mines

The Bloodmaul ogres of Frostfire Ridge have enslaved countless creatures from all across Draenor, forcing them to toil away the remainder of their lives in harsh conditions and sweltering heat. Freeing the slaves is of utmost importance, yet the Slag Mines hold secrets yet to be discovered, and the Bloodmaul ogres may be after more than just gemstones and ore…

WORLD
WARCRAFT
WARLORDS of DRAENOR

NEW DUNGEONS FOR WARLORDS OF DRAENOR

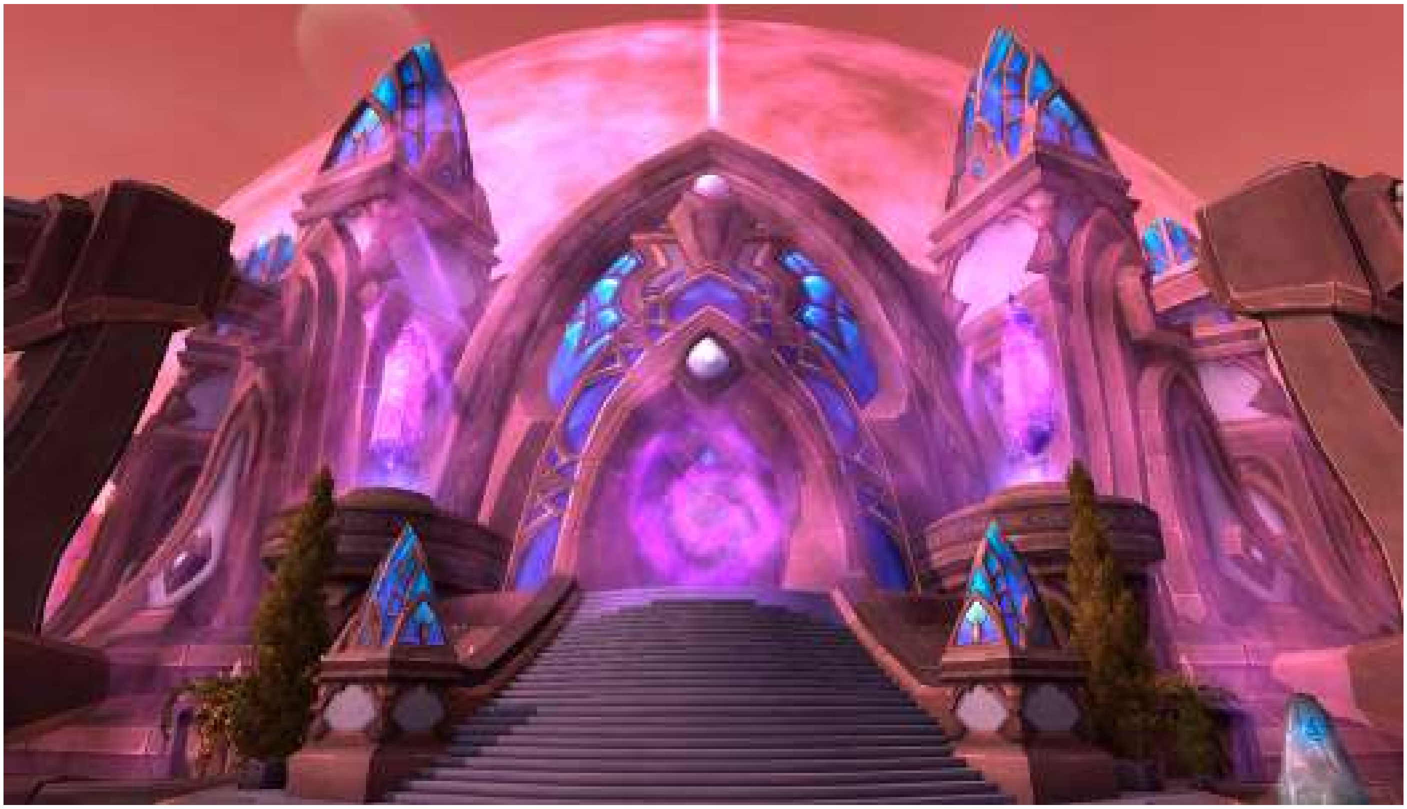
Grimrail Depot

The Grimrail Depot is a transportation hub for the Iron Horde, moving troops and resources from the Blackrock Foundry to the front lines. The Grimrail, a massive train that is the namesake of the Depot, has been outfitted with a weapon capable of shattering the shield that protects the draenei city of Shattrath. Players must fight onto the Grimrail and find a way to bring the Iron Horde's plans to a halt.

WORLD of WARCRAFT
WARLORDS of DRAENOR

NEW DUNGEONS FOR WARLORDS OF DRAENOR

Auchindoun



Auchindoun is a sanctum of the Light and the home of those draenei who have lost their lives; a holy mausoleum meant to protect the spirits of the dead from the hungering grasp of the Burning Legion. But the powers of the fallen dead have attracted the attention of Gul'dan and his Shadow Council, and it is up to players to prevent Auchindoun's fall.

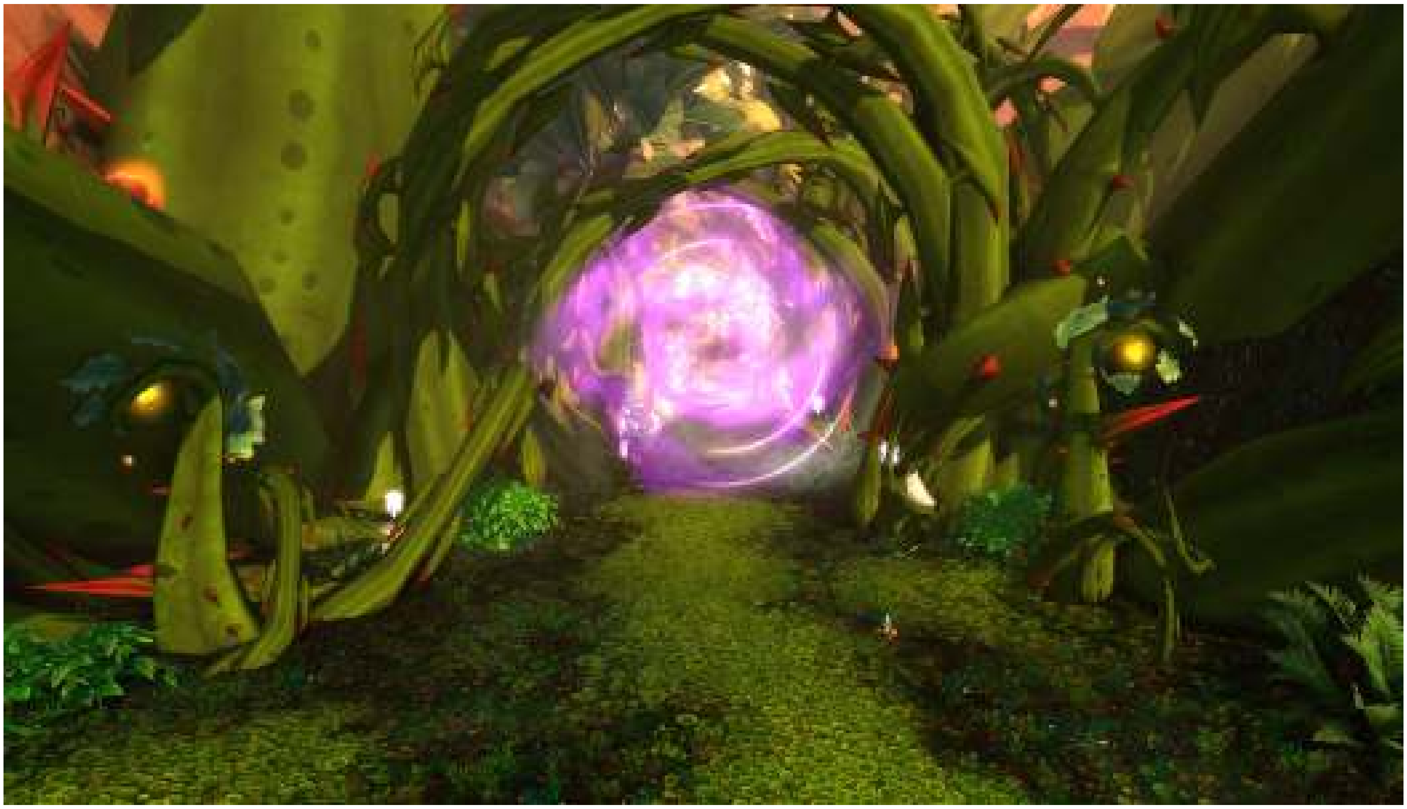
NEW DUNGEONS FOR WARLORDS OF DRAENOR

Skyreach

High atop the highest peak of the Spires of Arak is Skyreach, the seat of power of the Adherents of Rukhmar. Here, the arakkoa have gathered and harnessed Apexis technology and now stand ready to unleash the very wrath of the sun itself upon any who may stand in their way.

NEW DUNGEONS FOR WARLORDS OF DRAENOR

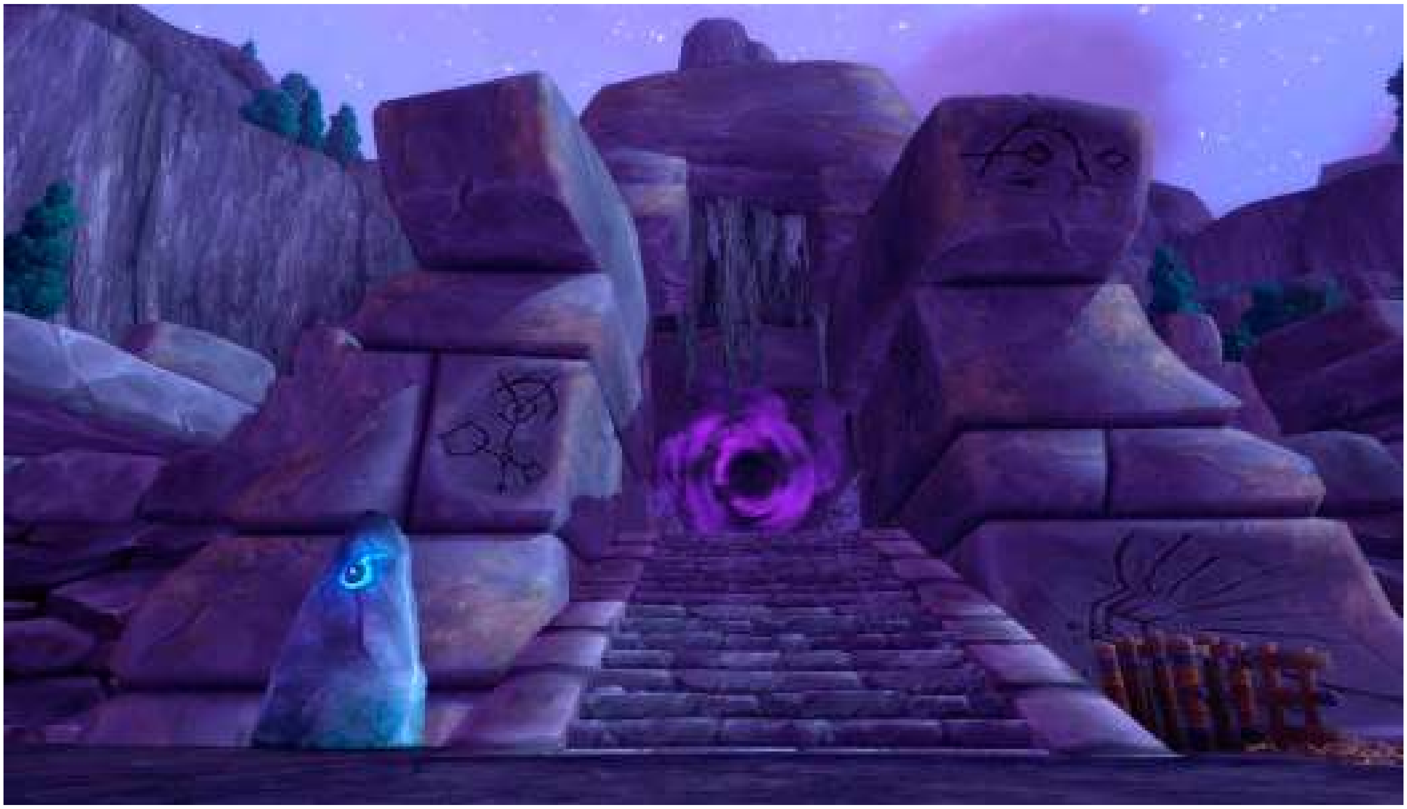
The Everbloom



The Kirin Tor have created outposts across Draenor with magical links back to Azeroth in order to open supply lines for reinforcements. But a strategic location near the Blackrock Foundry turned out to be a sacred place to the native botani of Draenor. The twisting vines and vicious plant life of the Everbloom has quickly taken over, yet the outpost still contains a link to the outskirts of Stormwind…

NEW DUNGEONS FOR WARLORDS OF DRAENOR

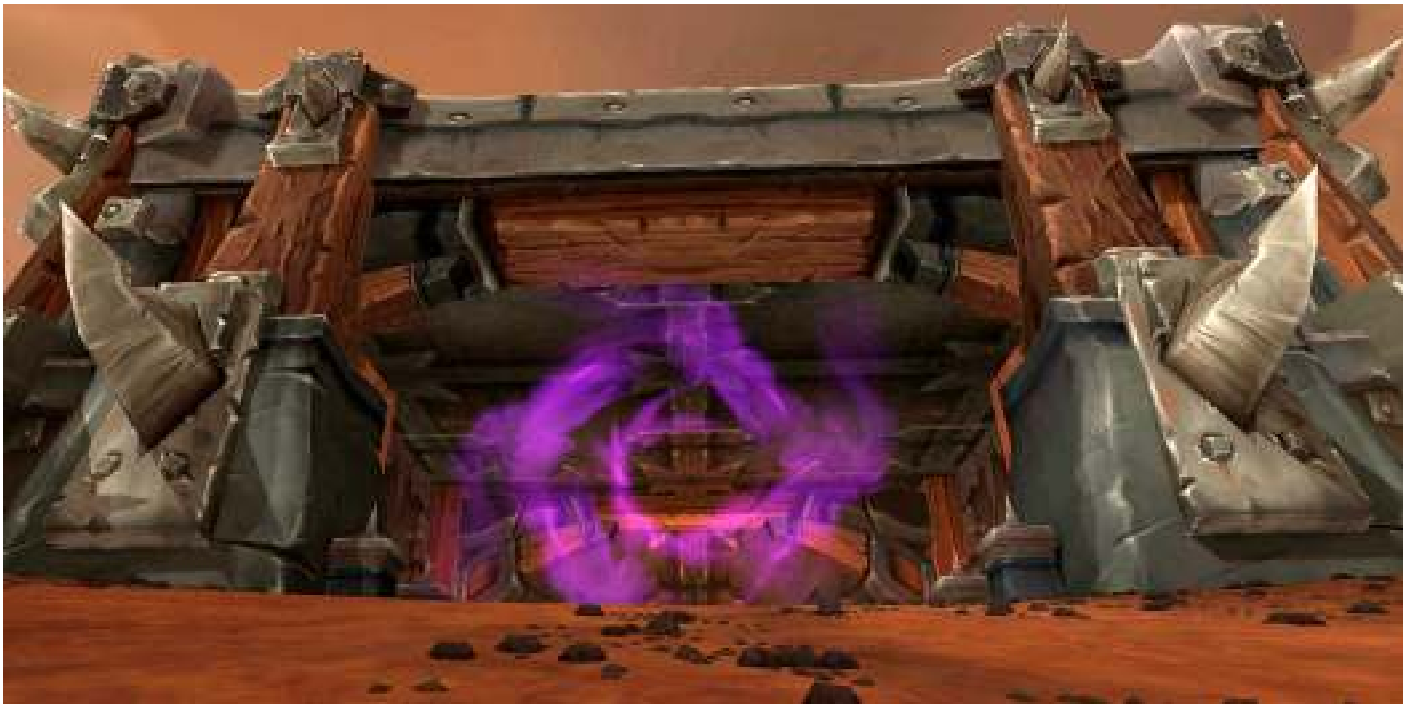
Shadowmoon Burial Grounds



In Shadowmoon Valley, Ner’zhul, fallen chieftain of the Shadowmoon Clan has sacrificed his very soul in a desperate bid for power. Within the Shadowmoon Burial Grounds, the tormented ancestral spirits of his people are now fuel for dark rituals that may pull all of Draenor into the void if he cannot be stopped.

WORLD
WARLORDS of DRAENOR

Iron Docks



The Iron Docks are the heart of the Iron Horde’s naval might, holding massive warships and artillery, as well as the great beasts of Draenor that serve alongside the Iron Horde’s ground troops. As an influential cog in the Iron Horde’s relentless war machine, the Iron Docks and the infantry that trains upon it must be taken out.

NEW DUNGEONS FOR WARLORDS OF DRAENOR

Upper Blackrock Spire (Updated)

Once home to the black dragon Nefarian and his brood, the upper halls of Blackrock Spire now host the Ironmarch vanguard as a staging ground for the Iron Horde's invasion of Azeroth. But the heart of Blackrock Mountain contains another, far more terrifying secret: a doomsday weapon waiting to be unleashed.

WORLD
WARCRAFT
WARLORDS of DRAENOR

RAIDS

Raiding in Draenor

Raids have received some exciting new updates in Warlords of Draenor. Raiding difficulty levels have been reworked to allow players to choose exactly how challenging they want their content to be. In addition, a new mechanic for building raid groups was introduced in Mists of Pandaria that continues to be influential in Warlords.

FLEXIBLE RAIDING

Mists of Pandaria introduced Flexible Raiding to the raiding system. With Flexible Raiding, players could invite anywhere from 10-25 players to a raid group, and the difficulty of the raid and its mobs would scale to match however many players were included. Flexible Raiding was introduced as its own level of difficulty that ranked just above Raid Finder, and below Normal Difficulty. As its own level of difficulty, it had its own distinct tier of rewards.

In Warlords of Draenor, this Flexible mode of raiding is no longer its own difficulty. Instead, the ability to bring however many players you have on hand is being applied to all but the highest difficulty level of content. Because of this, raid difficulty levels have been re-named to reflect the change. In addition, while Raid Finder, Normal, and Heroic difficulties allow you to bring anywhere from 10-25 players, the new Mythic difficulty is set to a limit of 20 players.

New Raid Structure

Mists of Pandaria	Warlords of Draenor
Raid Finder (25 players)	Raid Finder (10-25 players)
Flexible (10-25 players)	Normal (10-25 players)
Normal (10 players)Normal (25 players)	Heroic (10-25 players)
Heroic (10 players)Heroic (25 players)	Mythic (20 players)

Because of these changes to how raids are put together, players can now create both Normal and Heroic raids with their Real ID and BattleTag cross-realm friends. In addition, all raids are now on separate lockouts. If you feel up to the challenge, you can complete each raid in each difficulty once per week.

WORLD
WARCRAFT
WARLORDS of DRAENOR

Highmaul

Located in Nagrand, Highmaul is the seat of power for the Gorian Empire, the ogre civilization that ruled Draenor for generations until the arrival of the draenei. In the wake of Grommash Hellscream's rise to power and the unification of the orc clans, the ogres have reluctantly allied with the Iron Horde.

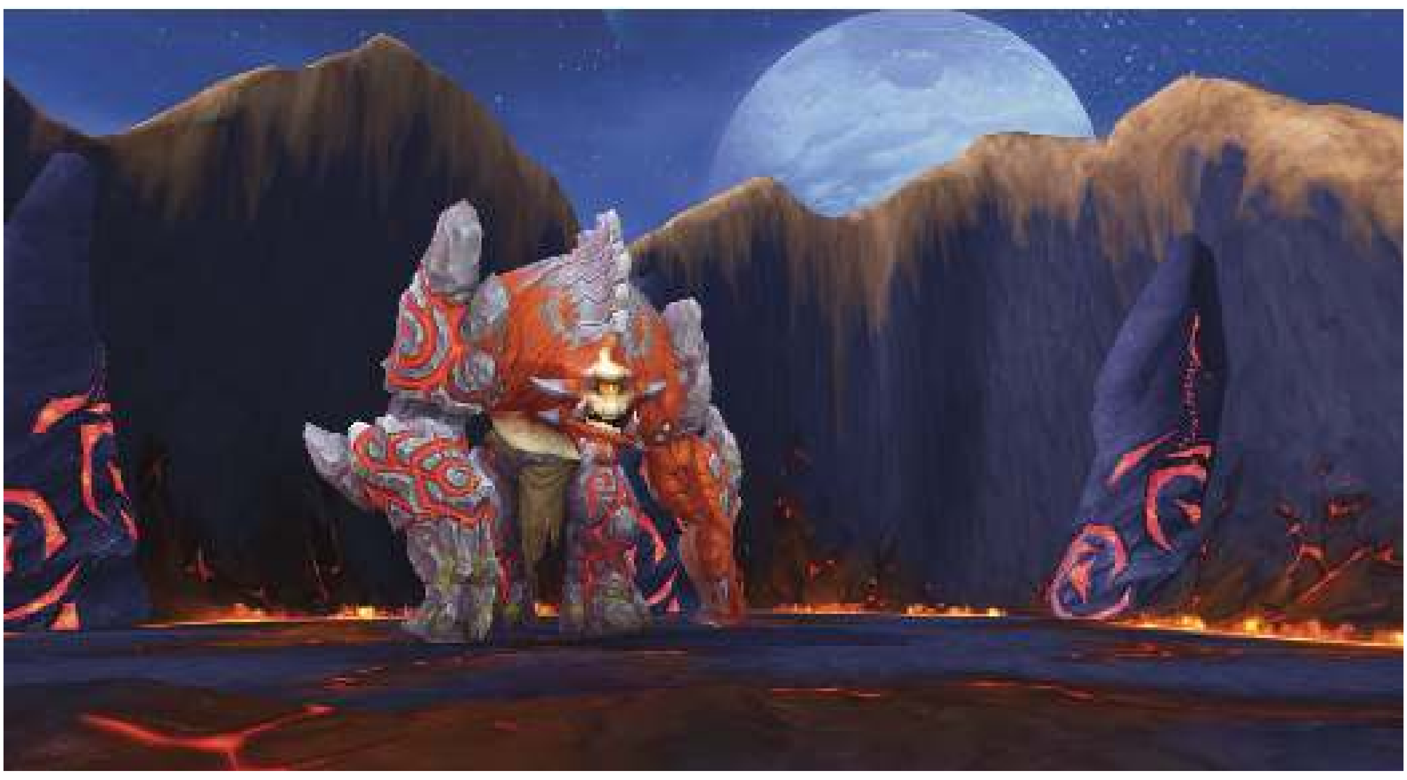
Blackrock Foundry

The Blackrock Foundry is the ancestral home of the Blackrock clan, and now the center of the Iron Horde's military might. The Blackrock no longer work alone, aided by monstrous giants caught and broken by the Thunderlord clan, and the flamebenders of the Burning Blade. In the heart of the Foundry, massive forges churn out the weaponry that strengthens the Iron Horde.

World Bosses

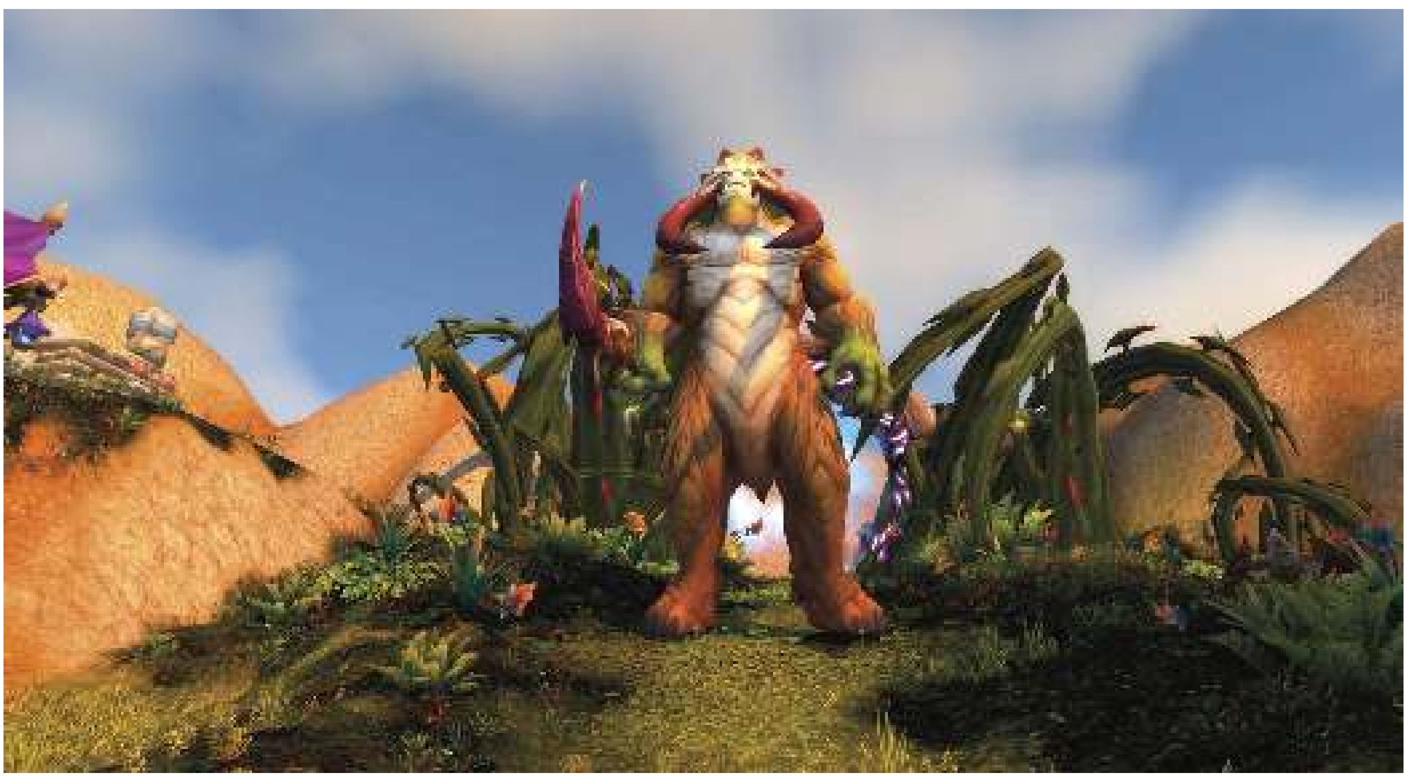
The citadels of the Iron Horde and its allies are not the only creatures players have to contend with on Draenor. Throughout the world, monstrous creatures await those with the bravery and courage to defeat them.

Drov The Ruiner



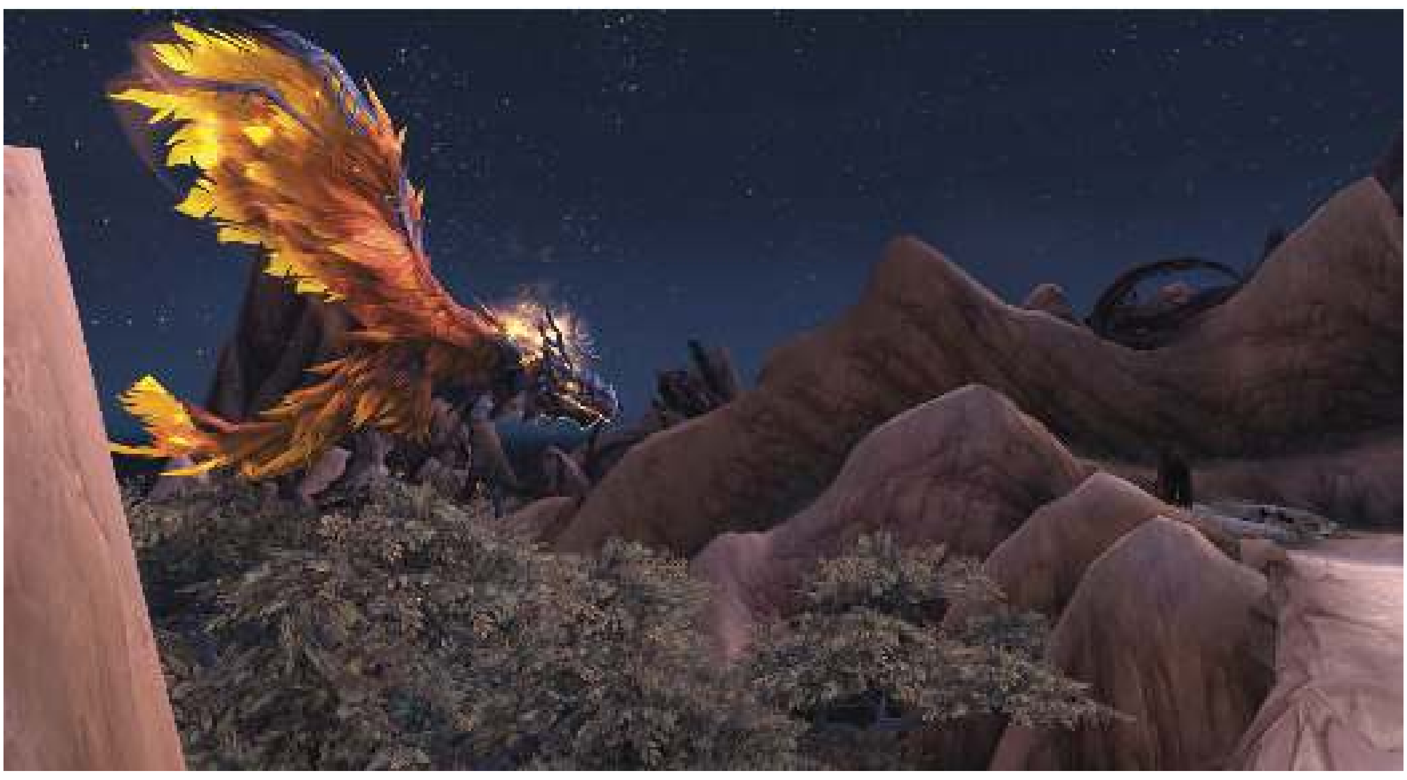
Few understand the true purpose of the magnaron, or their ultimate purpose in the frozen wastes of Draenor. Thought to be descended from the immense colossals that once freely roamed the surface of the world, Drov was dubbed Ruiner by the Blackrock clans of old. Travelers in northern Gorgrond may find themselves face to face with this giant of molten stone.

Tarlna The Ageless



It is rumored that before the ancient genesaur called Tarlna arrived in Gorgrond, the ground was a barren wasteland. Though little is known of the genesaur, some say the creatures are immortal. The lesser Primals view the beasts as demigods. Perhaps those that discover Tarlna the Ageless in Gorgrond can seek the truths of these claims, and whatever rewards await those that can slay the beast.

Rukhmar



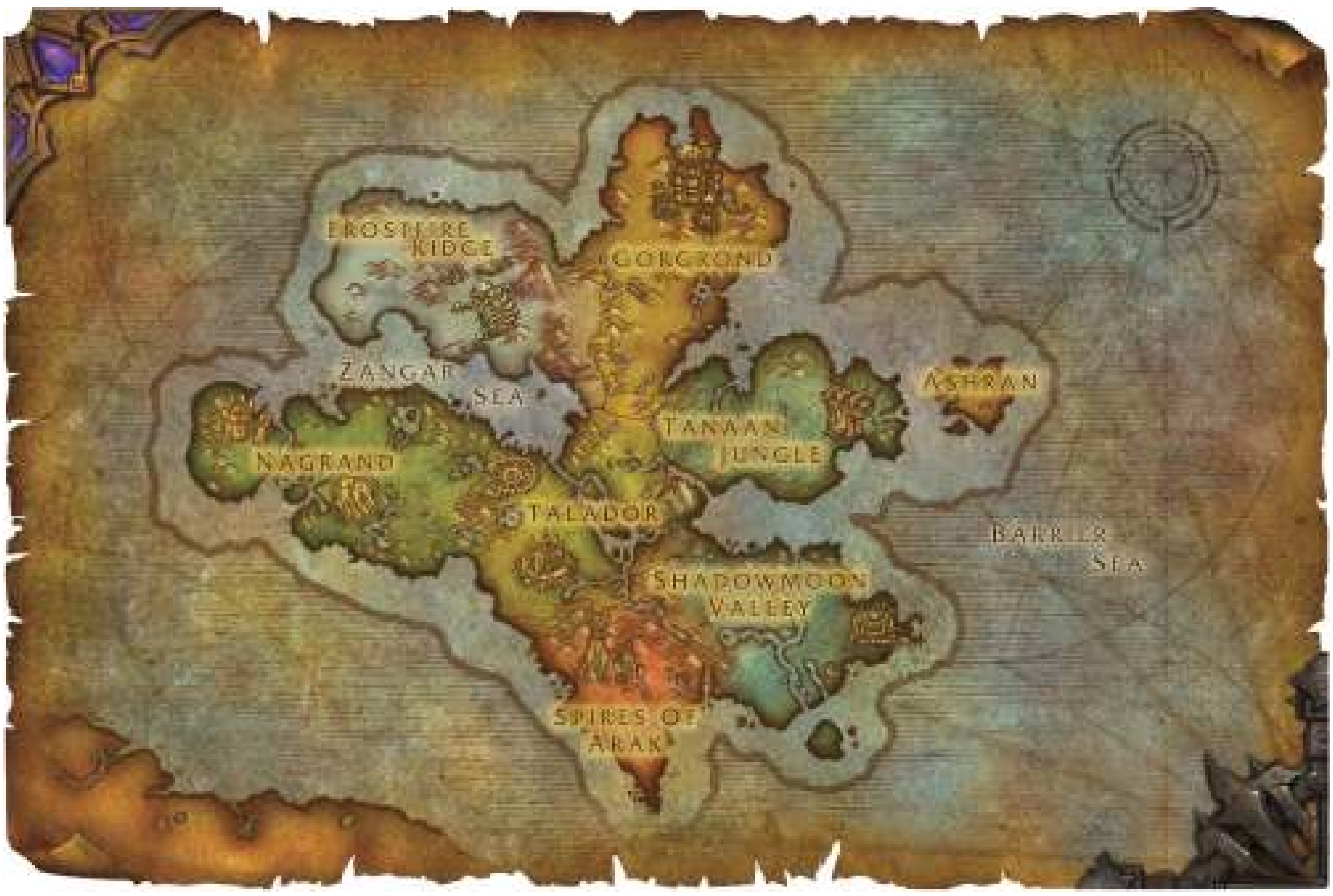
Rukhmar, bright deity of the arakkoa, is viewed by some as the embodiment of the sun itself. The blazing firehawk can occasionally be glimpsed soaring through the skies of the Spires of Arak. Although her exact origins are unknown, wayward adventurers in the Spires of Arak might find themselves confronting her face to face.

WORLD of WARCRAFT
WARLORDS of DRAENOR

THE WORLD OF DRAENOR

Introduction

- 🔵 ALLIANCE
- 🔴 HORDE
- 🟡 NEUTRAL
- ◐ WORLD PvP
- ☠ DUNGEON
- ☠ RAID



FROSTFIRE RIDGE
GORGROND
ZANGAR SEA
ASHRAN
NAGRAND
TANAAN JUNGLE
TALADOR
BARRIER SEA
SHADOWMOON VALLEY
SPIRES OF ARAK

The following pages include the maps for the regions of Draenor in alphabetical order. Each region includes information on fishing, resources, and quests, as well as reputation information.

HERBS AND ORE

Resources in Draenor work differently than any prior expansion. While fish are generally either coastal or inland and found in certain zones, all ore and herbs can be found all over the continent. In addition, your Garrison Mine and Herb Garden will produce a variety of herbs commonly found all over Draenor.

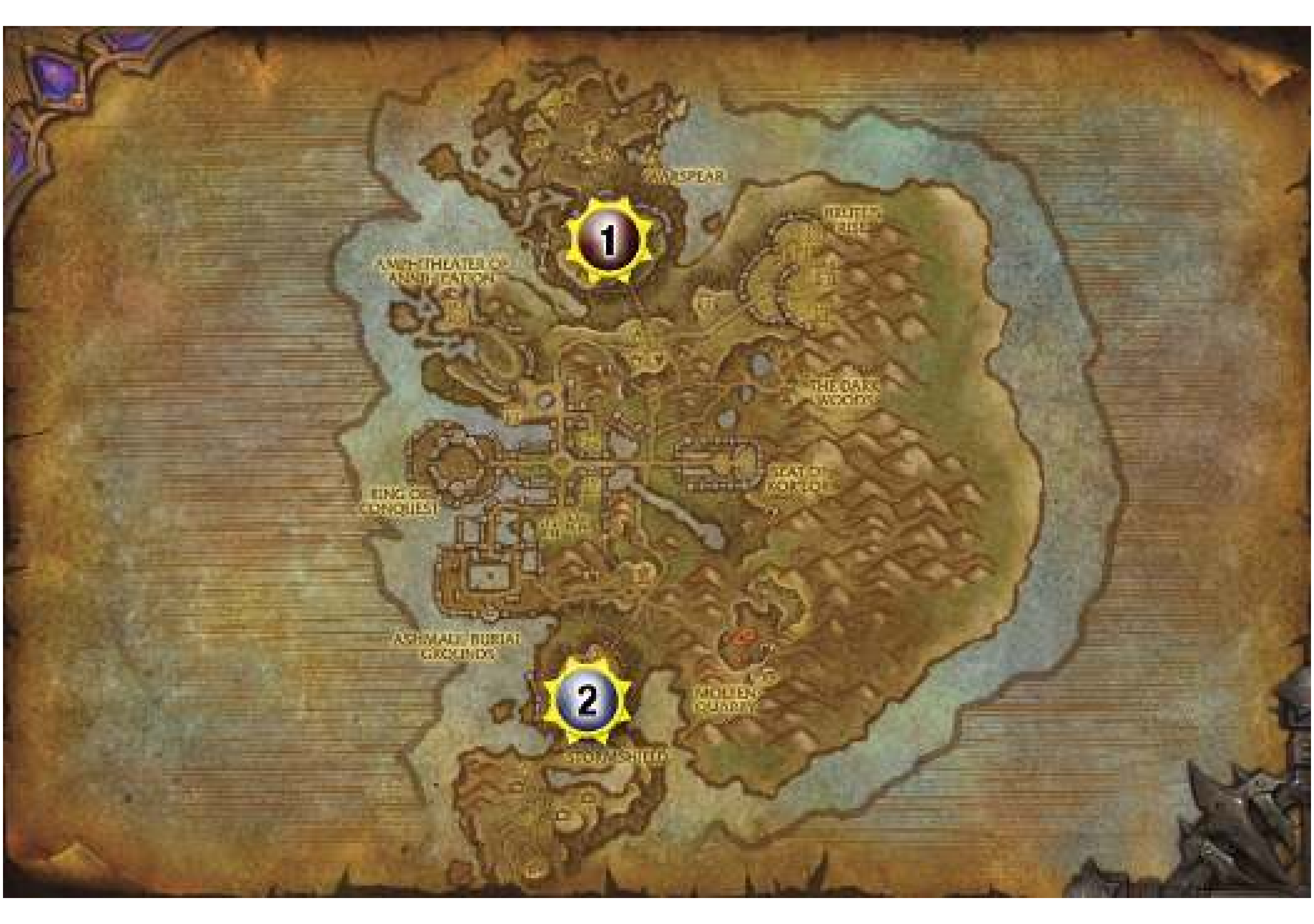
New Draenor Ore
True Iron Ore
Draenic Iron Ore
Blackrock Ore

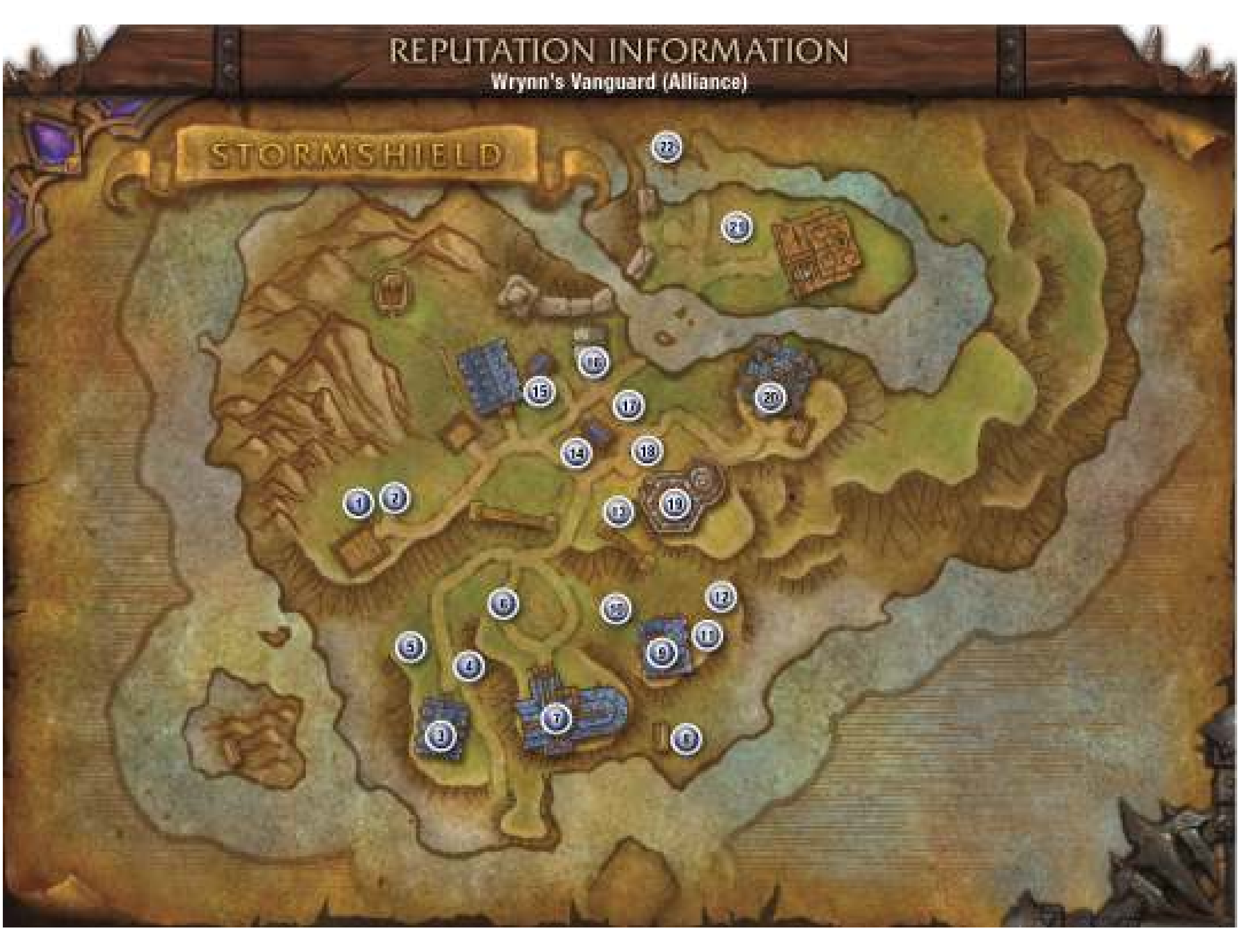
New Draenor Herbs
Chameleon Lotus
Frostweed
Gorgrond Flytrap
Starflower
Nagrand Arrowbloom
Talador Orchid
Fireweed

WORLD OF WARCRAFT
WARLORDS of DRAENOR

THE WORLD OF DRAENOR
Ashran/Stormshield

An island located off the coast of Tanaan Jungle, Ashran can be accessed via a quest in your Garrison that will fly you to the zone. Ashran contains the capital strongholds of Stormshield for the Alliance, and Warspear for the Horde. The main portion of the island is an ongoing open-world PvP zone, in which players can complete quests and PvP objectives for honor, gold, and other rewards.





ASHRAN LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Fire Ammonite	Inland, Pools
Sea Scorpion	Coastal, Pools

PvP On Demand

Although both Warspear and Stormshield are not PvP areas, the main portion of Ashran is a PvP battleground. Make sure you stay in your faction's capital stronghold if you do not wish to be flagged for PvP combat.

NPC LEGEND

STORMSHIELD (ALLIANCE)

---

1 **ERNST TEN BOSCH (FLIGHT MASTER)**

2 **PRIVATE TRISTAN**

3 **HERO'S REST INN**

Lieutenant Howell

Jaesia Rosecheer (Innkeeper)

Elton Black (Cooking Trainer)

4 **HERBALISM AND ALCHEMY**

Katherine Joplin (Alchemy Recipes)

Jaiden Task (Alchemy Trainer)

Jie Wildblossom (Herbalism Trainer)

Jaromir Gladetender (Reagents)

5 **ORVILLE MANFRED (STABLE MASTER)**

6 **TRADER CAEREL (GENERAL GOODS)**

7 **TOWN HALL**

Austin Feeney

Vindicator Nuurem (Council of Exarchs Quartermaster)

Gazrix Gearlock (Steamwheedle Quartermaster)

Shadow-Sage Brakoss (Arakkoa Outcasts Quartermaster)

8 **AUSTIN WINDMILL (FISHING TRAINER)MN**

9 **AUCTION HOUSE**

10 **APEXIS TRADERS**

Challenger Savina

Dawn-Seeker Verroak (Apexis Trader)

Dawn-Seeker Vallar (Apexis Trader)

Dawn-Seeker Krek (Apexis Trader)

11 **ENCHANTING**

Bil Sparktonic (Enchanting Trainer)

Bob (Enchanting Recipes)

12 **DARNASSUS PORTAL**

13 **BLACKSMITHING**

Royce Bigbeard (Blacksmithing Plans)

Aimee Goldforge (Blacksmithing Trainer)

Ironforge Portal

14 **MINING AND ENGINEERING**

Jonath Chainfist (Mining Trainer)

Hilda Copperfuze (Engineering Trainer)

Sean Catchpole (Engineering Plans)

15 **JEWELCRAFTING**

Artificer Harlaan (Jewelcrafting Designs)

Artificer Nissea (Jewelcrafting Trainer)

16 **ARCHAEOLOGY AND FIRST AID**

Grakis (Archaeology Fragments)

Manda Darlowe (Archaeology Trainer)

Telys Vinemender (First Aid Trainer)

Delvar Ironfist

17 **TAILORING**

Kenneth Knowles (Trade Goods)

Steven Cochrane (Tailoring Patterns)

Joshua Fuesting (Tailoring Trainer)

18 **SKINNING AND LEATHERWORKING**

Leara Moonsilk (Leatherworking Patterns)

Jistun Sharpfeather (Leatherworking Trainer)

Rangari Laandon (Skinning Trainer)

19 **BRONZEBEARD'S VAULT**

Nolan Burnbrick (Banker)

Dinfink Steamspan (Banker)

Gemyl Moltensteel (Banker)

Bartham Flintbrow (Banker)

Bert Coinsplitter (Guild Banker)

Brylla Highgrip (Guild Banker)

20 **INSCRIPTION, PORTAL TRAINER AND TRANSMOGRIFICATION**

Joao Calhandro (Inscription Recipes)

Scribe Chi-Yuan (Inscription Trainer)

Julia Watkins (Portal Trainer)

Warpweaver Shal (Transmogrifier)

Vaultkeeper Nizsham (Void Storage)

Stormwind Portal

21 **TRAINING DUMMIES**

22 **ASHRAN ENTRANCE**

ASHRAN (PVP)

---

1 **WARSPEAR OUTPOST (HORDE-PVP)**

General Ushet Wolfbarger

Angry Zurge

Belloc Brightblade

Mare Wildrunner

Frizzo Sparkrocket (Flare Vendor)

Hong Airsquat (Repairs)

Chef Jason Quinn (Food & Drink Vendor)

Dazerian (Warspear Quartermaster)

High Warlord Volrath (Elite Conquest Quartermaster)

General Aevd (Conquest Quartermaster)

Warlord Noktyn (Honor Quartermaster)

2 **STORMSHIELD STRONGHOLD (ALLIANCE-PVP)**

Commander Anne Dunworthy

Farseer Kylanda

Chris Clarkie

Harrison Jones

Sappington (Repairs)

Chef Kristie Cruz (Food & Drink Vendor)

Crafticus Mindbender (Stormshield Quartermaster)

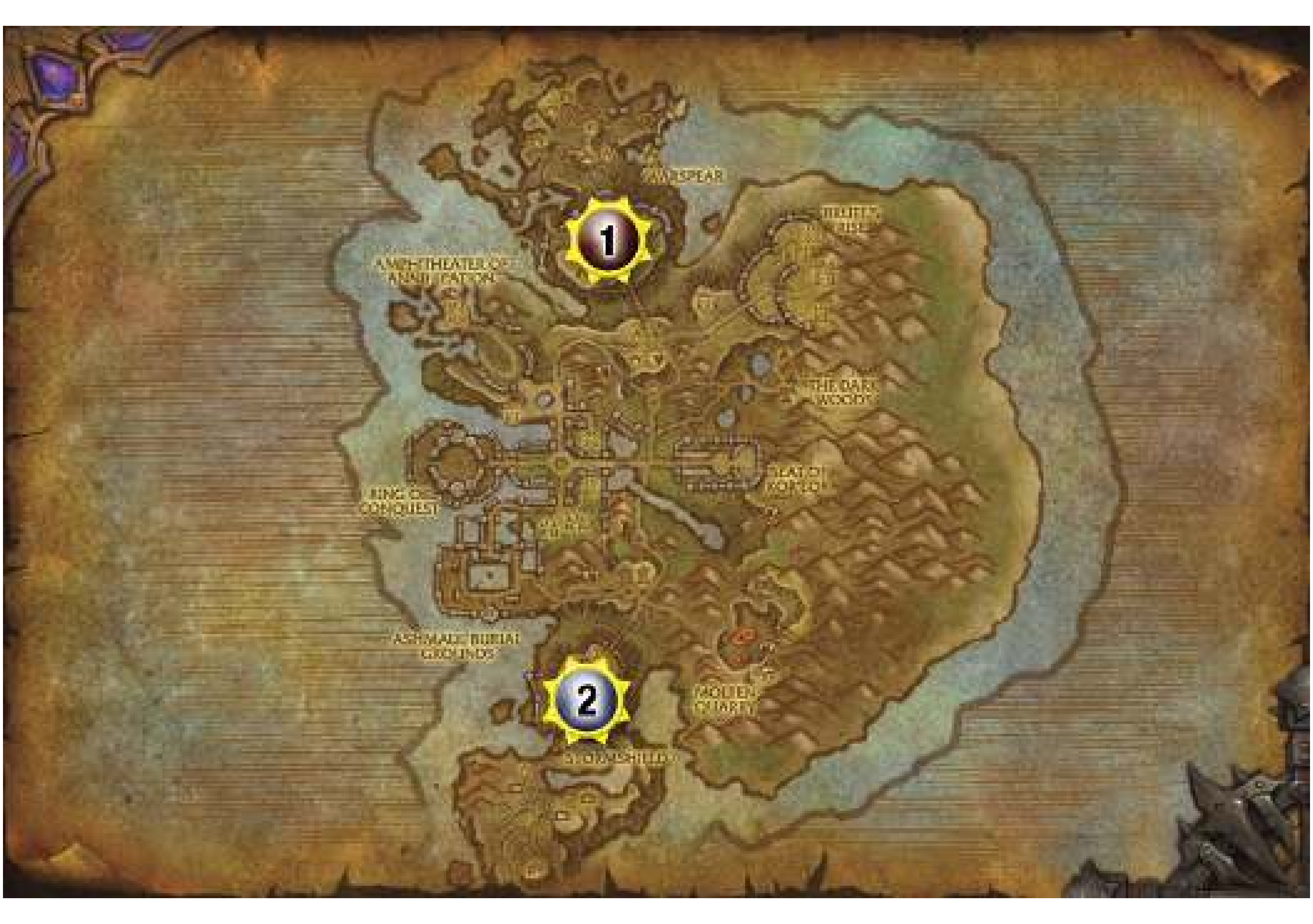
Grand Marshal Tremblade (Elite Conquest Quartermaster)

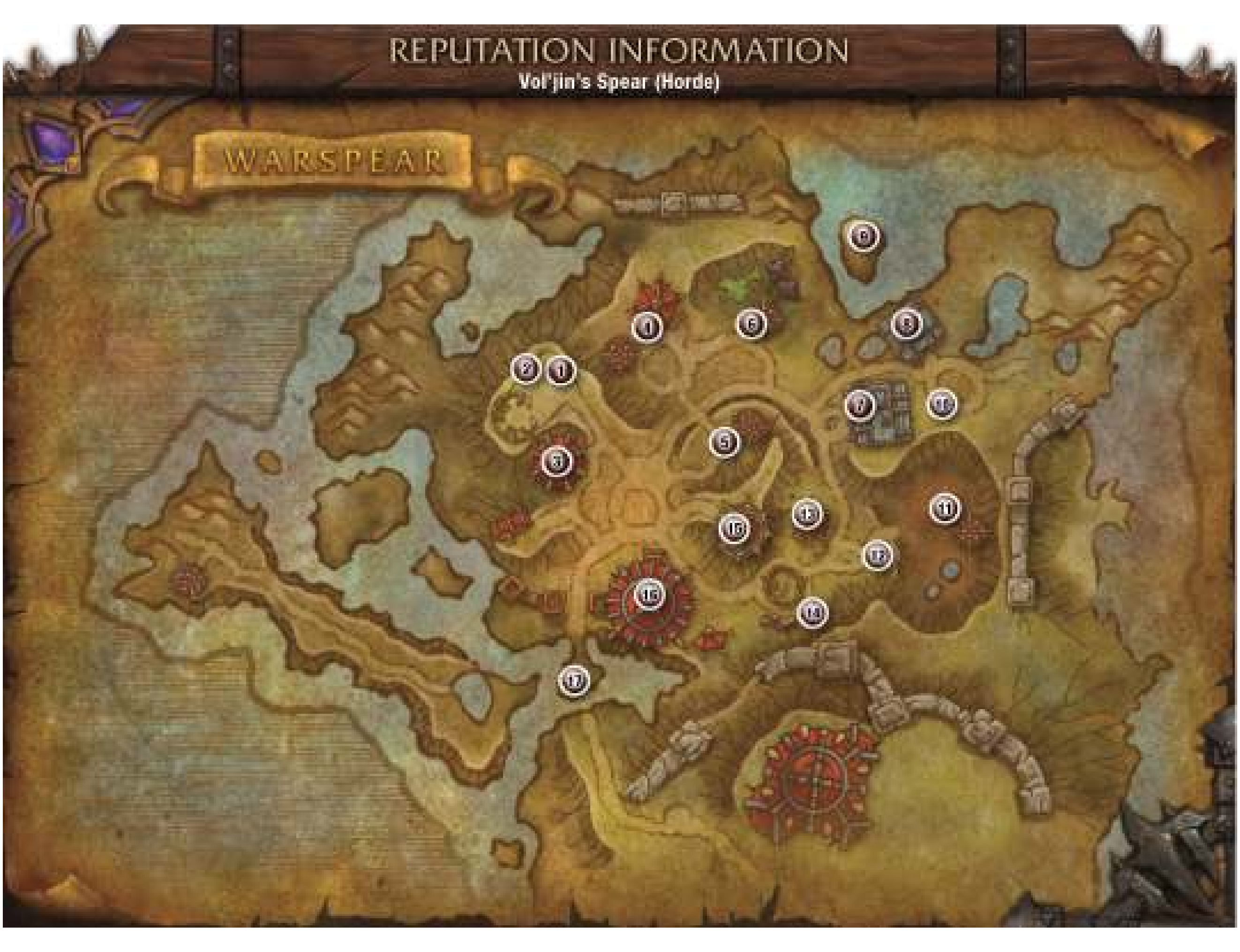
Marshal Karsh Stormforge (Honor Quartermaster)

Marshal Gabriel (Conquest Quartermaster)

THE WORLD OF DRAENOR
Ashran/Warspear

An island located off the coast of Tanaan Jungle, Ashran can be accessed via a quest in your Garrison that will fly you to the zone. Ashran contains the capital strongholds of Stormshield for the Alliance, and Warspear for the Horde. The main portion of the island is an ongoing open-world PvP zone, in which players can complete quests and PvP objectives for honor, gold, and other rewards.





ASHRAN LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Fire Ammonite	Inland, Pools
Sea Scorpion	Coastal, Pools

PvP On Demand
Although both Warspear and Stormshield are not PvP areas, the main portion of Ashran is a PvP battleground. Make sure you stay in your faction’s capital stronghold if you do not wish to be flagged for PvP combat.

NPC LEGEND

WARSPEAR (HORDE)

---

1 STOMPHOOF

2 ILALU (FLIGHT MASTER)

3 BROKENSPEAR TAVERN

Lieutenant Kragril

Narnin Dawnglow (Innkeeper)

Guy Fireeye (Cooking Trainer)

Jasa (General Goods)

4 LEATHERWORKING AND SKINNING

Kondal Huntsworn (Skinning Trainer)

Burga Stronghide (Leatherworking Trainer)

Garm Gladestride (Leatherworking Patterns)

Bren Puresun (Trade Goods)

Thunder Bluff Portal

Auction House

5 TAILORING AND JEWELCRAFTING

Alixander Swiftsteel (Jewelcrafting Trainer)

Kaevan Highwit (Jewelcrafting Designs)

Saesha Silverblood (Tailoring Trainer)

Petir Starocean (Tailoring Patterns)

6 HERBALISM AND ALCHEMY

Joshua Alvarez (Alchemy Recipes)

Kristoph Cossey (Alchemy Trainer)

Vivianne

Anthony Allain (Herbalism Trainer)

Aldrich Rolan (Reagents)

Undercity Portal

7 GALLYWIX’S GARAGE

Nik Steelrings (Engineering Plans)

Han Leaprocket (Engineering Trainer)

8 MICROSHOP

Reena Cogscrap (Archaeology Trainer)

Srikka (Archaeology Fragments)

9 BRIX ROCKETCAST (FISHING TRAINER)

10 BLACKSMITHING AND MINING

Mazdon Bizratchet (Blacksmithing Trainer)

Nonn Threeratchet (Blacksmithing Plans)

Murg Stonecrack (Mining Trainer)

11 INSCRIPTION AND ENCHANTING

Maru’sa (Inscription Recipes)

Joro-man (Inscription Trainer)

Ged’kah (Enchanting Recipes)

Hane’ke (Enchanting Trainer)

Ujia (Stable Master)

12 TRAINING DUMMIES

13 WEI SUREMEND (FIRST AID)

14 APEXIS TRADERS

Challenger Sunforge

Dawn-Seeker Jiklar (Apexis Trader)

Dawn-Seeker Rikks (Apexis Trader)

Dawn-Seeker Alkset (Apexis Trader)

15 TRANSMOGRIFICATION AND VOID STORAGE

Samaeli Roseblade (Portal Trainer)

Warpweaver Jasor (Transmogrifier)

Vaultkeeper Vohra (Void Storage)

Orgrimmar Portal

16 WARSPEAR HOLD

Shadow Hunter Gar’ant

Ravenspeaker Skeega (Arakkoa Outcasts Quartermaster)

Mimi Wizzlebub (Steamwheedle Quartermaster)

Beska Redtusk (Frostwolf Orcs Quartermaster)

Rory Breakbolt (Banker)

Urela Bloodrock (Banker)

Tarn Redfist (Banker)

Fran Coppervault (Banker)

Sogra Stonegrip (Guild Banker)

Fin Peddlegear (Guild Banker)

17 ASHRAN ENTRANCE

ASHRAN (PVP)

---

1 WARSPEAR OUTPOST (HORDE-PVP)

General Ushet Wolfbarger

Angry Zurge

Belloc Brightblade

Mare Wildrunner

Frizzo Sparkrocket (Flare Vendor)

Hong Airsquat (Repairs)

Chef Jason Quinn (Food & Drink Vendor)

Dazerian (Warspear Quartermaster)

High Warlord Volrath (Elite Conquest Quartermaster)

General Aevd (Conquest Quartermaster)

Warlord Noktyn (Honor Quartermaster)

2 STORMSHIELD STRONGHOLD (ALLIANCE-PVP)

Commander Anne Dunworthy

Farseer Kylanda

Chris Clarkie

Harrison Jones

Sappington (Repairs)

Chef Kristie Cruz (Food & Drink Vendor)

Crafticus Mindbender (Stormshield Quartermaster)

Grand Marshal Tremblade (Elite Conquest Quartermaster)

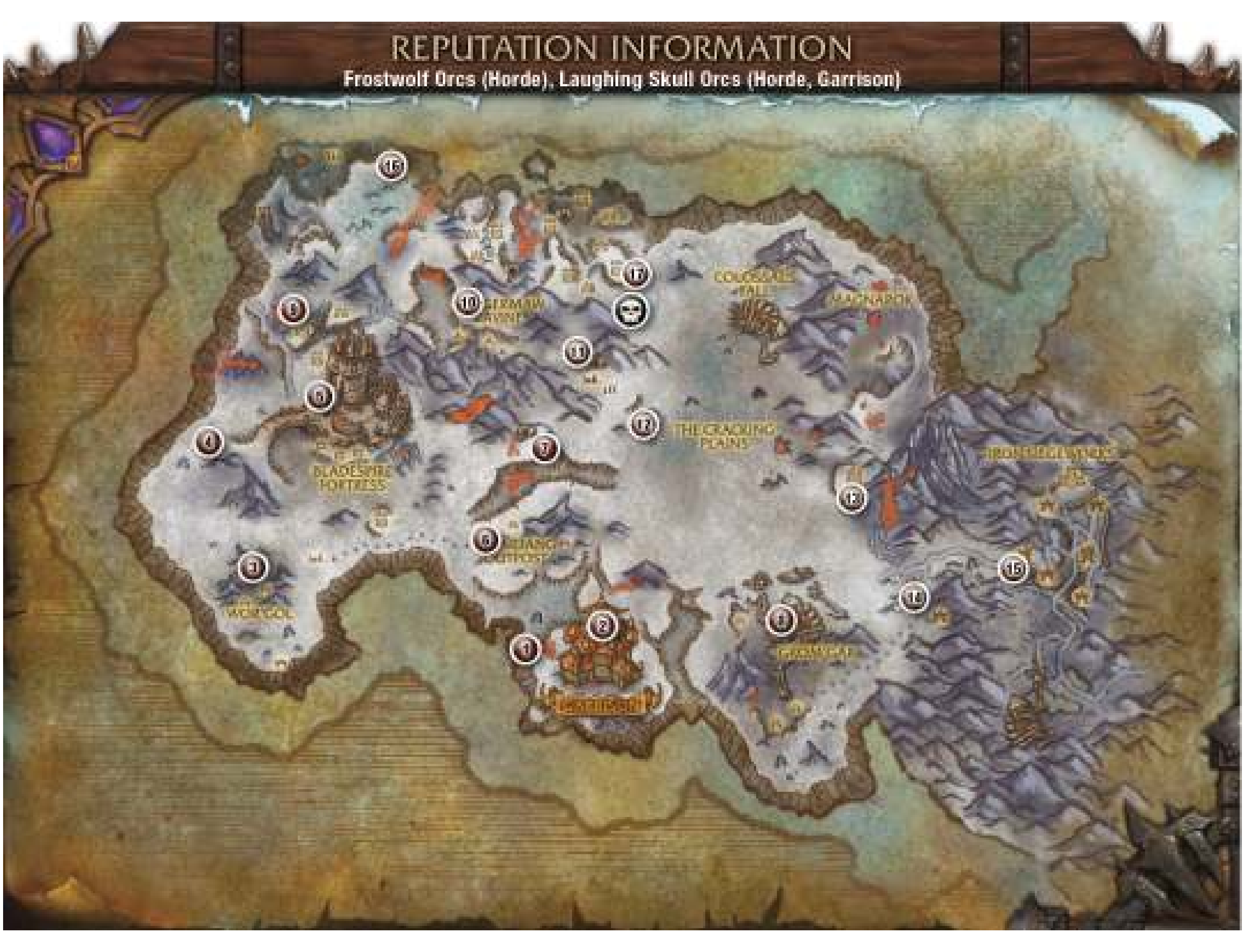
Marshal Karsh Stormforge (Honor Quartermaster)

Marshal Gabriel (Conquest Quartermaster)

WORLD OF WARCRAFT
WARLORDS of DRAENOR

THE WORLD OF DRAENOR
Frostfire Ridge

A narrow canyon on the eastern border of Frostfire Ridge is the only access to the rest of Draenor. The landscape is dominated by the looming, massive home to the ogres of the region, Bladespire Fortress. You'll find one of Draenor's first dungeons, Bloodmaul Slag Mines, in the northern reaches of this zone.


REPUTATION INFORMATION
Frostwolf Orcs (Horde), Laughing Skull Orcs (Horde, Garrison)
COLOSSAL'S FALL
MAGNAROK
THE CRACKING PLAINS
BLADESPIRE FORTRESS
STONEFANG OUTPOST
WOR'GOL
GROM'GAR
1
2
3
4
5
6
7
8
10
11
12
13
14
15
16
17

FROSTFIRE RIDGE LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Fire Ammonite	Inland, Pools
Sea Scorpion	Coastal, Pools

NPC LEGEND

1 GLACIER BAY

Thrall

Farseer Drek'thar

Archmage Khadgar

Durotan

2 FROSTWALL GARRISON

Bron Skyhorn (Flight Master)

Provisioner Rashma (Innkeeper)

Warmaster Zog (Mission Specialist)

Gazlowe (Garrison Architect)

Rokhan

Murla Longeye

Durotan

Cordana Felsong

2 WOR'GOL

Durotan

Farseer Drek'thar

Draka

Kar'lak

Gog'rak

Humble Sak'ko (Innkeeper)

Gem Grinder Orolak (Master Jewelcrafter)

Kelok Frostblade (Blacksmith)

Sejo the Mender (Repairs)

Gaoda Hidecleaver (Master Leatherworker)

Pul Windcarver (Flight Master)

Stu Whitetusk (Stable Master)

4 GORMAUL TOWER

Durotan

Makthel (Food and Drink, Repairs)

5 BLADESPIRE CITADEL

Durotan

Thrall

Snowrunner Rolga

Ingrimar the Resolute

Guse

Gol'kosh the Axe

Mulverick

Dean'na (Repairs)

Der'shway (Innkeeper)

Vasushen (Repairs)

Kris'myle (General Goods)

"Wrong Knick" (Repairs)

6 STONEFANG OUTPOST

Lokra

Dorg (Innkeeper)

Krol'tak (General Goods)

Skyhunter Donmor'gan (Flight Master)

Wounded Frostwolf Shaman

7 THE BONESLAG

Lokra

8 GROM'GAR

Lokra

Karg Bloodfury

9 CIRCLE OF BLOOD

Ingrimar the Resolute

10 DAGGERMAW RAVINE

Ga'nar

Ligra the Unyielding

Kal'gor the Honorable

11 THE SAVAGE CRAG

Ga'nar

Kal'gor the Honorable

12 DARKSPEAR'S EDGE

Shadow Hunter Mala

Shadow Hunter Rala

Ko'ari (Stable Master)

Provisioner Lambala (Innkeeper)

Ja'kana (Flight Master)

13 GRIMFROST HILL

Outrider Urukag

14 WOLF'S STAND

Windhunter (Flight Master)

Lokra

Durotan

15 BONES OF AGURAK

Bile Warneck (Flight Master)

Scout Ruk'Gan

16 THROM'VAR

Cordana Felsong

Farseer Urquan

Archmage Khadgar

Jonnock Hewnsdawn (Flight Master)

Innkeeper Chall (Innkeeper)

Oglom the Arm (Blacksmithing Supplies, Repairs)

17 BLOODMAUL SLAG MINES (ALLIANCE & HORDE)

Brenna Skymoor (Flight Master)

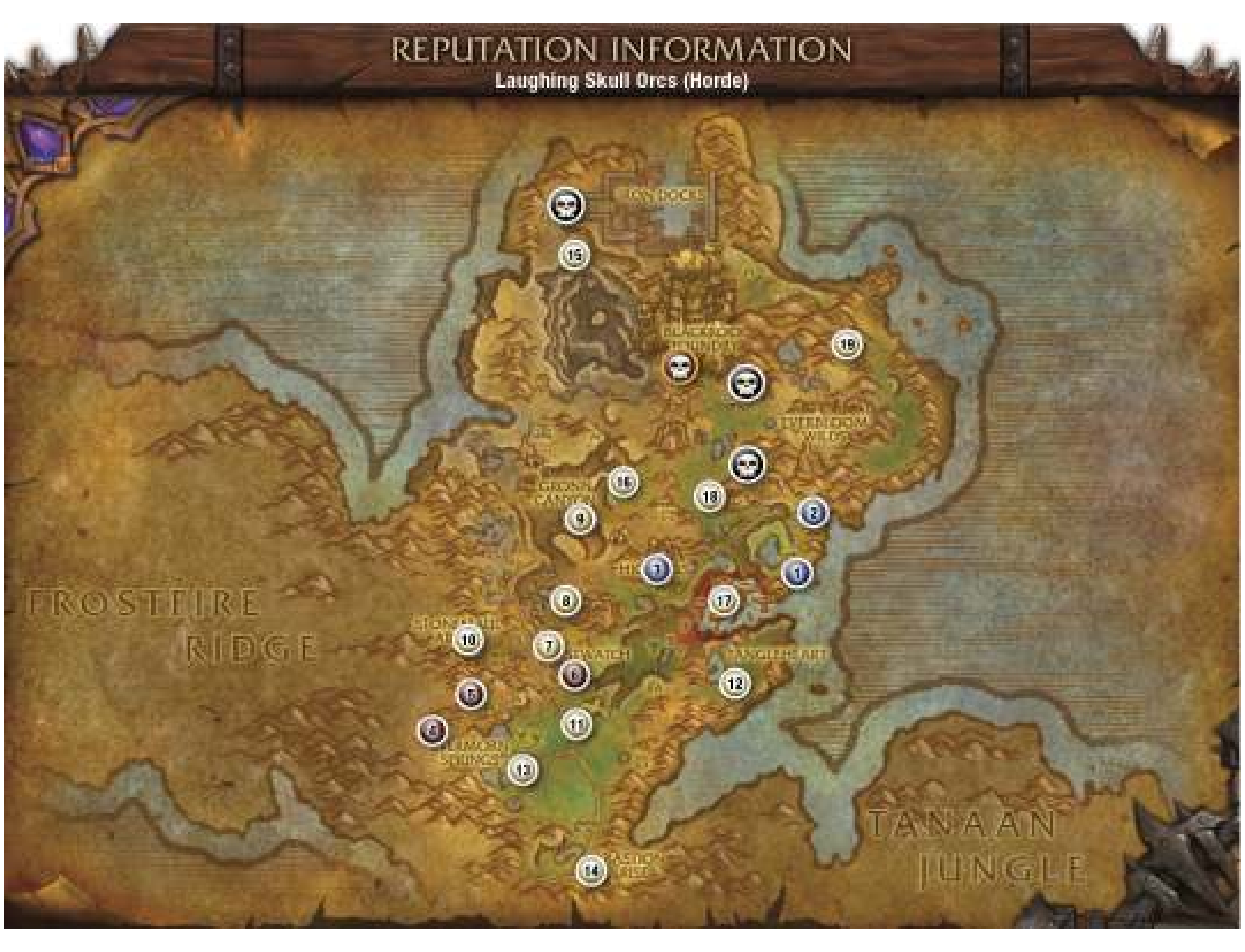
Urkag (Repairs)

Barduun (Food and Drink)

WORLD
WARCRAFT
WARLORDS of DRAENOR

THE WORLD OF DRAENOR
Gorgrond

Gorgrond is a zone of both harsh wastelands and overgrown jungle. The Iron Horde's center of production lies to the far north, where the Iron Docks dungeon, Grimrail Depot dungeon, and Blackrock Foundry raid can all be found. To the east, the lush overgrowth of Highpass hides the entrance to the Everbloom Dungeon. While Horde players will begin questing on the western half of the zone, where Gorgrond connects to Frostfire Ridge, Alliance players will fly in from Shadowmoon Valley and begin their quests on the east coast.



GORGROND LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Jawless Skulker	Inland, Pools
Sea Scorpion	Coastal, Pools

ADVENTURER BEWARE

Gorgrond is a zone of dangerous extremes, and explorers should be on the lookout for not one but two world raid bosses in the area. Drov the Ruiner is tucked away near Blackrock Foundry in the north, and Tarlna the Ageless is in the southern overgrowth.

NPC LEGEND

① WILDWOOD WASH

Yrel

Vindicator Maraad

② NAIELLE'S WATCH

Rangari D'kaan

Rangari Kaalya

Thaelin Darkanvil

③ HIGHPASS

Vindicator Maraad

Yrel

Rangari D'kaan

Glirin (lumb)

Rangari Jonaa (spar)

Rangari Kolaan (Stable Master)

Rangari Rajess (Flight Master)

Trader Yula (Innkeeper)

④ GORGROND PASS

Durotan

⑤ DEADGRIN

Ripfist

Kaz the Shrieker

Limbflayer

Durotan

⑥ BEASTWATCH

Penny Clobberbottom (LM)

Limbflayer (Spar)

Durotan

Grinslicer (Flight Master)

Marrow (Questgiver, Repairs)

Ribchewer (Stable Master)

Licefeaster (Innkeeper)

OUTPOST: SPARRING ARENA

⑦ AFFLICTION RIDGE

(Alliance) Rangari Erdanii

(Horde) Bony Xuk

⑧ SULFUR BASIN

Rexxar

⑨ BREAKER'S CROWN

Rexxar

Rangari Erdanii

Nisha (Flight Master)

Budgy (Repairs, Food & Drink)

Keepers (Innkeeper)

⑩ STONEMAUL ARENA

Gladiator Akaani

Kash'drakor

Beatface

Prowler Sasha

OUTPOST: LUMBER MILL

⑪ RAZORBLOOM

(Alliance) Thaelin Darkanvil

(Alliance) Rangari Kaalya

(Horde) Draka

(Horde) Kaz the Shrieker

⑫ TANGLEHEART

(Alliance) Glirin

(Horde) Penny Clobberbottom

Thuldren

Frenna

⑬ EVERMORN SPRINGS

(Horde) Cutter

(Horde) Kaz the Shrieker

(Horde) Draka

(Horde) Chucklespine (Flight Master)

(Alliance) Burrian Coalpart

(Alliance) Yrel

(Alliance) Thaelin Darkanvil

(Alliance) Rangari Kaalya

(Alliance) Rangari Nogo (Flight Master)

⑭ BASTION RISE

(Alliance) Hansel Heavyhands

(Alliance) Yrel)

(Alliance) Rangari Kaalya

(Alliance)Rangari Yaval (Flight Master)

(Horde) Cutter

(Horde) Windscreamer (Flight Master)

(Horde) Draka

(Horde) Kaz the Shrieker

⑮ THE IRON APPROACH

(Alliance) Vindicator Maraad

(Horde) Draka

⑯ DIONOR'S DEMISE

(Alliance) Altauur

(Horde) Rakthoth

Birchus

⑰ CRIMSON FEN

(Alliance) Khaano

(Alliance) Dying Rangari

(Horde) Grulkor

(Horde) Dying Skulltaker

⑱ EVERBLOOM WILDS (ALLIANCE & HORDE)

Arcanist Windlebop (Flight Master)

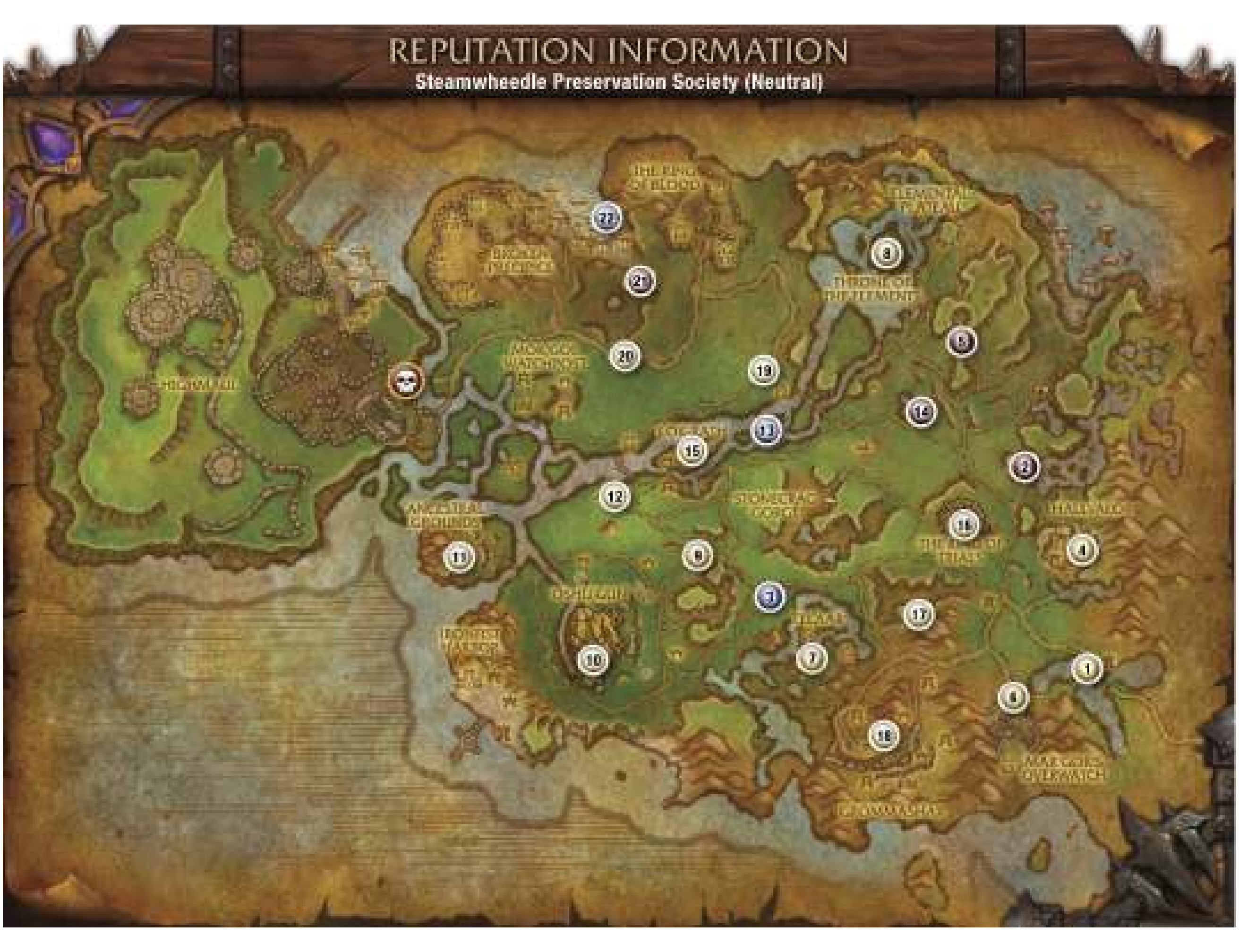
⑳ EVERBLOOM OVERLOOK

Researcher Sarix (Flight Master)

WORLD of WARCRAFT
WARLORDS of DRAENOR

THE WORLD OF DRAENOR
Nagrand

Located to the west of Talador, Nagrand can be accessed through a narrow valley on its eastern border. One of the largest landmarks in Nagrand is Oshu'gun, a mountain seemingly made out of crystal – but the interior of Oshu'gun tells a very different story of the mountain's true origins. The ogre capital of Highmaul takes up a vast chunk of Nagrand's western coast, and is one of Draenor's raids.



NAGRAND LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Fat Sleeper	Inland, Pools
Sea Scorpion	Coastal, Pools

REACH FOR THE SKIES

Keep your eyes up in Nagrand! Scattered throughout the zone are flags that indicate Steamwheedle goblins are nearby. Many high overlooks also have gliders you can borrow and use. Soar from the cliffs to hard-to-reach areas in search of Nagrand's hidden treasures!

NPC LEGEND

1 WRECKED CARAVAN

(Alliance) Lieutenant Balfor

(Horde) Stone Guard Brox

2 WOR'VAR (HORDE)

Thrall

Foreman Thazz'ril

Lantresor of the Blade

Draka

Aggra

Shadow Hunter Taz

Stalker Ogka

Tal (Flight Master)

Sumi (Blacksmithing, Repairs)

Elathriel Sunstriker (Innkeeper)

3 TELAARI STATION (ALLIANCE)

Rangari D'kaan

Thaelin Darkanvil

Vindicator Mo'mor

Hansel Heavyhands

Kia Herman

Rangari Laara

John Shelby (Flight Master)

Caregiver Felaani (Innkeeper)

4 HALLVALOR

Lantresor of the Blade

5 SNARLPAW LEDGE

(Horde) Murgok

6 MAR'GOK'S OVERWATCH

(Alliance) Rangari Eleena

(Alliance) Rangari Mirana

(Horde) Akrosh

(Horde) Dalgorsh

Ogre Scrolls

7 TELAAR

(Alliance) Rangari Ogir

(Alliance) Vindicator Mo'mor

(Horde) Shadow Hunter Kajassa

(Horde) Rangari Keilnei

8 THRONE OF THE ELEMENTS

(Alliance) Vindicator Nobundo

(Horde) Farseer Drek'Thar

Gixmo Moneycash (Flight Master)

Kalandrios

Incineratus

Gar'rok

9 SPIRIT WOODS

(Alliance) Vindicator Nobundo

(Horde) Farseer Drek'Thar

10 OSHU'GUN

(Alliance) Vindicator Nobundo

(Horde) Farseer Drek'Thar

Warsong Attack Plans

Shamanstone

Nivek Lee (Flight Master)

11 ANCESTRAL GROUNDS

Gar'rok

Dahaka

12 RIVERSIDE POST (HORDE)

Durotan

Mankrik

Tai'tasi (Trade Supplies, Repairs)

Mrs. Winterby (Innkeeper)

Omu Spiritbreeze (Flight Master)

Blood Guard Ehanes

13 YREL'S WATCH (ALLIANCE)

Yrel

Tradesman Portanuus (Trade Supplies, Repairs)

Amma Stouthearth (Innkeeper)

Felicia Maline (Flight Master)

Captain "Victorious" Chong

14 SILENCE POND

Olgra (Horde)

15 LOK'RATH

(Alliance) Lieutenant K. K. Lee

(Alliance) Fallen Alliance Soldier

(Horde) Senior Sergeant Igerdes

(Horde) Fallen Horde Soldier

16 THE RING OF TRIALS

Gabby Goldsnap

Dexyl Deadblade

Digrem Orebar

Meatgut

Marybelle Walsh

Pyxni Pennypocket

Biggy Warprofits (Flight Master)

Troxie Cudgelclank (Weapons Vendor)

Grigrok (Blacksmith)

"Chef" Grogglefitz (Food & Drink)

17 SABERMAW

Bazwix

18 GROMMASHAR

(Alliance) Yrel

(Alliance) Rangari D'kaan

(Horde) Durotan

(Horde) Aggra

19 JOZ'S RYLAKS

Joz Navarix (Flight Master)

20 Rilzit's Holdfast

Rilzit Mugshot (Flight Master)

21 CERULEAN LAGOON

(Horde) Shadow Hunter Mok'e

22 AZULAE OUTPOST (ALLIANCE)

Rangari Saardar

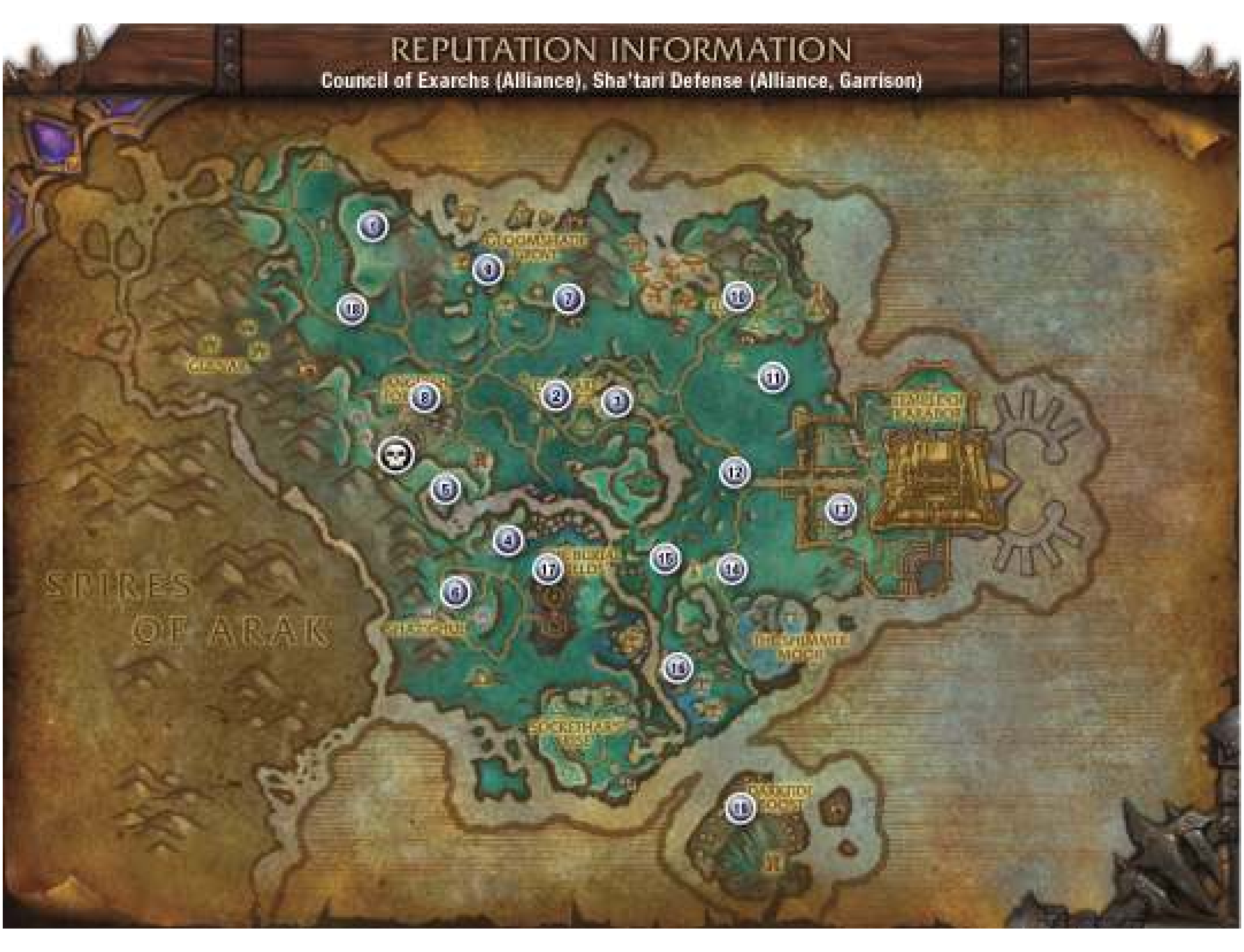
Rangari Aani

HIGHMAUL RAID

WORLD OF WARCRAFT
WARLORDS of DRAENOR

THE WORLD OF DRAENOR
Shadowmoon Valley

Alliance players begin their journey in Shadowmoon Valley, land of eternal night. The eastern coast of the zone is the location of Karabor, sacred temple of the draenei and target of the Iron Horde. Although draenei structures and towns make up much of the zone, Shadowmoon Valley is also home to the Shadowmoon clan of orcs. While some exiles have taken refuge in the north, most of the Shadowmoon are in Anguish Fortress, which is also the location of the Shadowmoon Burial Grounds dungeon.


REPUTATION INFORMATION
Council of Exarchs (Alliance), Sha'tari Defense (Alliance, Garrison)

SHADOWMOON VALLEY LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Blind Lake Sturgeon	Inland, Pools
Sea Scorpion	Coastal, Pools

NPC LEGEND

① LUNARFALL

Prophet Velen

Vindicator Maraad

Baros Alexston (Garrison Architect)

Yrel

Lieutenant Thorn (Mission Specialist)

Dungar Longdrink (Flight Master)

Deedree (Innkeeper)

② EMBAARI VILLAGE

Samara

Vindicator Tenuum

Efee

Ariaana

Prophet Velen

Romuul

Eonor (Flight Master)

Coriander (Innkeeper)

Haephest (Blacksmith)

Keelo (General Goods)

Garaal (Leatherworker)

Manati (Food & Drink)

③ TELUUNA OBSERVATORY

Prophet Velen

Yrel

Farmer Gehaar

④ TWILIGHT GLADE

Prophet Velen

Old Loola

Yrel

Rangari Navra

Gotuun (Flight Master)

Borus (Weapons, Repairs)

⑤ MOONWILLOW PEAK

Prophet Velen

⑥ SHAZ'GUL

Rangari Veka

Yrel

⑦ EXILE'S RISE

Rulkan

Dulga

Zukaza

Hara Bloodfury

Mokarg (Repairs)

⑧ ANGUISH FORTRESS

Prophet Velen

Yrel

Rangari Saa'to

Illuminate Praavi

⑨ GLOOMSHADE GROVE

Lost Packmule

Jarrod Hamby

Shelly Hamby

Phlox

Captured Critter

⑩ ELODOR

Exarch Hataaru

Vindicator Maraad

Exarch Othaar

Exarch Naielle

Rangari Chel

Apprentice Artificer Andren

Exarch Akama

Exarch Maladaar

Foreman Zipfizzle

Nethene (Innkeeper)

Ertai (Stable Master)

Vamuun (Flight Master)

⑪ HILLS OF VALUUN

Traevar Gunnermark

⑫ PATH OF THE LIGHT

Paaya (Flight Master)

Rovor (Repairs)

⑬ TRANQUIL COURT, TEMPLE OF KARABOR

Itara (Flight Master)

Mirathen (Innkeeper)

⑭ THE DRAAKORIUM

Prelate Reenu

Orrin (General Goods)

Melphaar (Innkeeper)

Maakat (Repairs)

Morfax (Flight Master)

⑮ FIONA'S CARAVAN

Fiona

Rangari Arepheon

Tarenar Sunstrike

Beezil Linkspanner

⑯ SYVARI OVERGROWTH/BLADEMOON BLOOM

Rangari Duula

Sleepy Rangari

Rangari Arepheon

⑰ THE BURIAL FIELDS

Loreseeker Heidii

⑱ STARFALL OUTPOST

Cordana Felsong

Archmage Khadgar

Delas Moonfang

Rory MacDuff (Blacksmith)

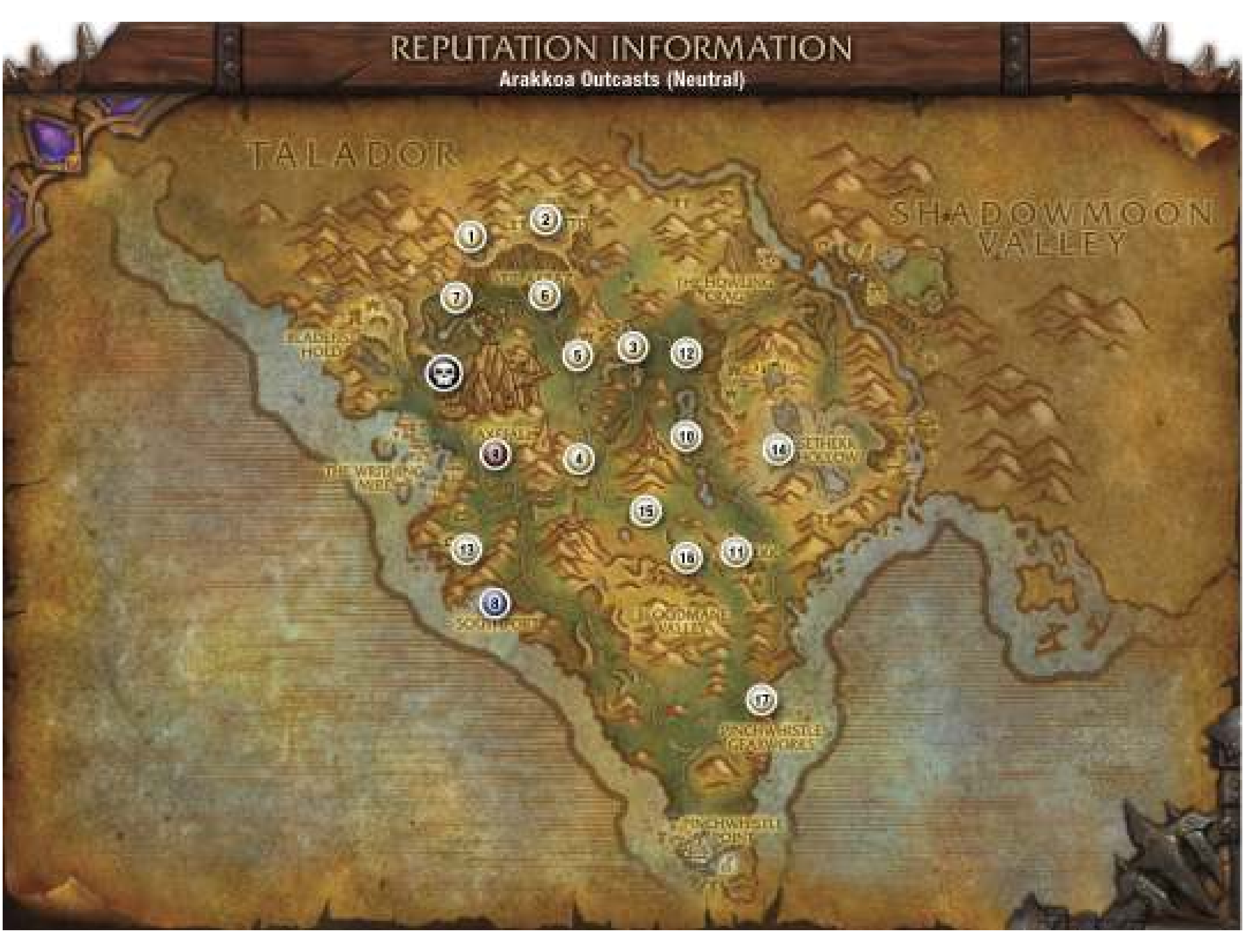
⑲ DARKTIDE ROOST

Rexxar

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

THE WORLD OF DRAENOR
Spires of Arak

Located in the southernmost regions of Draenor, the Spires of Arak are in fact giant pillars of stone that seem to scrape the skies of Draenor. Far, far below, dense forests hide both arakkoa outcasts and Shattered Hand orcs alike. The tallest spire in the zone houses Skyreach, one of Draenor's dungeons.


REPUTATION INFORMATION
Arakkoa Outcasts (Neutral)
TALADOR
SHADOWMOON VALLEY
1
2
7
6
5
3
12
10
14
9
4
15
13
16
11
8
SOUTHPORT
AXEFALL
THE WRITHING MIRE
SETHEKK HOLLOW
BLOODMANE VALLEY
17
PINCHWHISTLE GEARWORKS
PINCHWHISTLE POINT

SPIRES OF ARAK LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Abyssal Gulper Eel	Inland, Pools
Sea Scorpion	Coastal, Pools

NPC LEGEND

① TEROKKAR PASS

Azik

② SKETTIS

Reshad

③ CROW'S CROOK

Ornekka

Reshad

Darkscreech (Flight Master)

④ VEIL TEROKK

Reshad

Shadow-Sage Iskar

(Horde) Shadow Hunter Ukambe

(Alliance) Jasper Fel

Talonpriest Ishaal

Talonpriest Zellek

Effigy of Terokk

Ruuan the Seer (Reagents and Repairs)

Skytalon Meshall (Flight Master)

Kuro'ak (Innkeeper)

⑤ SHADOWGLADE

Talonpriest Ishaal

⑥ VEIL AKRAZ

Talonpriest Zellek

⑦ APEXIS EXCAVATION

Darkscryer Raastok

Kura the Blind

Skytalon Kuris (Flight Master)

⑧ SOUTHPORT (ALLIANCE)

Jasper Fel

Hulda Shadowblade

Milly Osworth

Lieutenant Willem

Percy

Watchman Kovak

Alex Johnson (Repairs)

Firn Swiftbreeze (Flight Master)

Elria Willowfall (Innkeeper)

⑨ AXEFALL (HORDE)

Shadow Hunter Ukambe

Dark Ranger Velonara

Provisioner Galgar

Taskmaster Gornek

Scout Cel

Percy

Hutou Featherwind (Flight Master)

Taz'jari (Innkeeper)

Drenn Smokeclutch (Repairs)

OUTPOST: INN

⑩ MURKBOG

(Alliance) Filbert Tinkertoss

(Horde) Mixxy Weldblast

⑪ VEIL ZEKK

(Alliance) Dilbert Tinkertoss

(Horde) Trixxy Weldblast

OUTPOST: TRADING POST

⑫ SHADOW'S VIGIL

(Alliance) Hulda Shadowblade

(Horde) Dark Ranger Velonara

⑬ ADMIRAL TAYLOR'S GARRISON

(Alliance) Jasper Fel

(Horde) Shadow Hunter Ukambe

Bryan Finn

Alice Finn

Sir Harris

Lady Claudia

Admiral Taylor

⑭ TALON WATCH

Talon Guard Kurekk

Kazu

Anzu

Memory of Lithic

Skytalon Karaz (Flight Master)

Akana (General Goods)

⑮ NEST OF THE RAVENSPEAKERS

Iktis of the Flock

High Ravenspeaker Krikka

Reshad

Ka'alu

⑯ RAVENSKAR

Ravenspeaker Sekara

High Ravenspeaker Krikka

Vakora of the Flock

⑰ PINCHWHISTLE GEARWORKS

Kimzee Pinchwhistle

Engineer Gazwitz

Exterminator Lemmy

Rivett Clutchpop

Villi Gobsplat (Stable Master)

Kwiven Quickcog (Flight Master)

Twizix Copperbomb (Repairs)

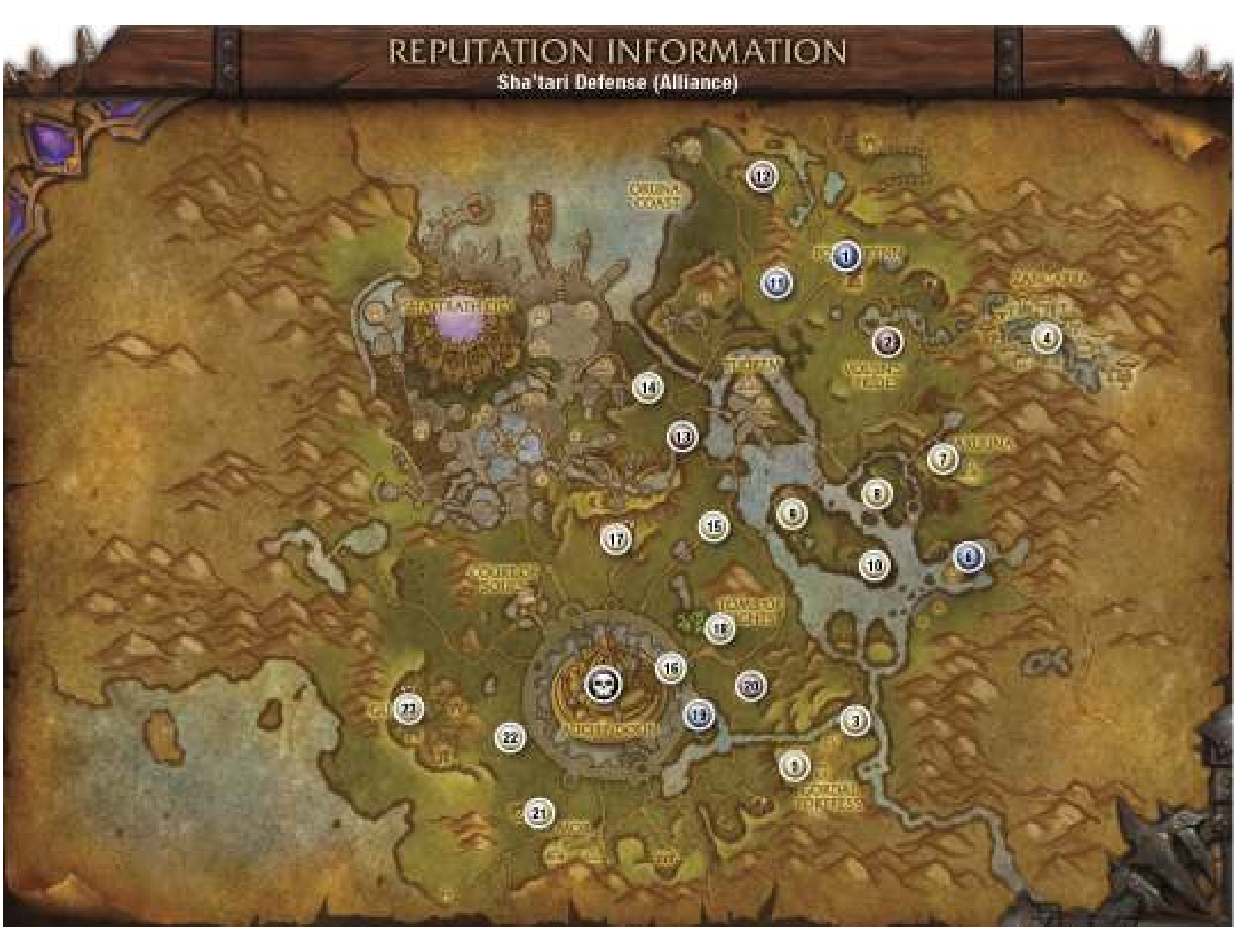
Corbix Chaching (Innkeeper)

Nozwik Charbroil (Food & Drink)

WORLD
WARCRAFT
WARLORDS of DRAENOR

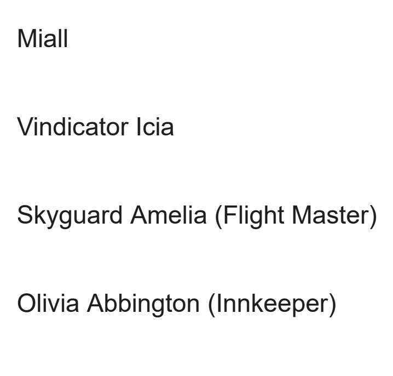
THE WORLD OF DRAENOR
Talador

Talador is the heart of Draenor, the center of the continent. It borders Gorgrond to the north, Shadowmoon Valley to the east, the Spires of Arak to the south, and Nagrand to the west. Nestled along the north coast is Shattrath, trade capital of the draenei and prime target for the Iron Horde. Centrally located in the zone is Auchindoun, the sacred resting place for the souls of lost draenei, and one of Draenor's dungeons.



TALADOR LEGEND

Fishing	
Crescent Saberfish	Inland, Coastal
Blackwater Whiptail	Inland, Pools
Sea Scorpion	Coastal, Pools



NPC LEGEND

1 FORT WRYNN (ALLIANCE)

Foreman Eksos

Miall

Vindicator Icia

Skyguard Amelia (Flight Master)

Olivia Abbington (Innkeeper)

Patrick Messer (Stable Master)

Alstan Mountainbrew (Blacksmithing Supplies, Repairs)

2 VOL'JIN'S PRIDE (HORDE)

Foreman Grobash

Morketh Bladehowl

Knight-Lord Dranarus

Mo'jimba (Flight Master)

Paoni Softhoof (Innkeeper)

Wixxa the Sapper (Engineering Supplies, Repairs)

OUTPOST: ARTILLERY TOWER

3 GORDAL FORTRESS

(Alliance) Miall

(Alliance) Alliance Soldier

(Horde) Morketh Bladehowl

(Horde) Horde Grunt

OUTPOST: MAGE TOWER

4 ZANGARRA

(Alliance) Magister Serena

(Horde) Magister Krelas

Dominic Arlington (Flight Master)

James Lamone (Repairs)

May Tirta (Innkeeper)

5 GORDAL FORTRESS

(Alliance) Magister Serena

(Horde) Magister Krelas

Kirin Tor Magus

6 ANCHORITE'S SOJOURN (ALLIANCE)

Gotou "The Hammer" (Repairs)

Tunis (General Goods)

Caregiver Uluura (Innkeeper)

Zaari (Flight Master)

7 ARUUNA

Raksi

Crystal-Shaper Barum

8 THE PILGRIM'S ROAD

Elumm

9 DUSKFALL ISLAND

Seer Malune

(Alliance) Torben Zapblast

(Horde) Ziz Fizziks

10 TEROKKAR REFUGE

Skytalon Inuz (Flight Master)

Darkscryer Raastok

Kura the Blind

Shadow-Sage Iska

11 REDEMPTION'S RISE (ALLIANCE)

Vindicator Maraad

Yrel

Thaelin Darkanvil

Nomaeaa (Flight Master)

Molin Heavypack (Repairs)

12 FROSTWOLF OVERLOOK (HORDE)

Durotan

Draka

Gazlowe

Wagtan (Innkeeper)

Mok'ra (Flight Master)

Onana (Repairs)

13 DUROTAN'S GRASP (HORDE)

Gazlowe

Tega Skyblade (Flight Master)

Lo'gron the Shoulder (Repairs, Field Supplies)

14 SHATTRATH CITY

Archmage Khadgar

15 AUCHENAI PRECIPICE

(Alliance) Defender Illona

(Horde) Aeda Brightdawn

16 EXARCH'S REFUGE

(Alliance) Exarch Maladaar

(Alliance) Aeun

(Horde) Lady Liadrin

(Horde) Ranger Belonis

Aeun

Roka (Flight Master)

Niaa (Flight Master)

Kaeyendis Shimmersteel (Repairs)

17 JORUNE MINE

Ageilaa

Vindicator Doruu

Manduil Skycaller

(Alliance) Archmage Elandra

(Horde) Manduil Skycaller

18 THE BURNING FRONT

Soulbinder Nyami

Vindicator Nobundo

Yuuri

19 LIGHT'S REST (ALLIANCE)

Soulbinder Nyami

Soulbinder Tuulani

Edruun (Repairs)

20 SUNSWORN CAMP (HORDE)

Soulbinder Nyami

Soulbinder Tuulani

Thoril Moonforge (Repairs)

21 TELMOR

Defender Artaal

Vindicator Kaluud

Restalaan

22 RETRIBUTION POINT

Restalaan

Exarch Maladaar

Lady Liadrin

Soulbinder Tuulani

Beldos (Flight Master)

(Horde) Daearis Sunhammer (Repairs)

(Alliance) Arnaal (Repairs)

23 GUL'ROK

Soulbinder Nyami

Kor'thos Dawnfury

WORLD OF WARCRAFT
WARLORDS of DRAENOR

PvP Combat involves engaging in battle with other players, rather than creatures roaming the world. There are several different ways that players can engage in PvP. Battlegrounds are large-scale instances where groups of players work towards a common objective, usually involving capturing and defending points on a map, or gathering resources. World PvP is simply when two or more players clash out in the world while doing quests or simply exploring. Arenas and Rated Battlegrounds are available for players who want to focus on PvP as a method of earning ranks, titles, and prestige. Skirmishes are small-scale battles like Arenas, but have no ranking at all—they're just for fun!

DUELING

Dueling another player is a good way to practice your PvP skills. You can duel on any kind of server, and you can duel players from either faction.

To start a duel, right-click on a player's portrait and click "Duel." A duel flag appears, and your opponent can choose to accept or decline. If they accept, a countdown begins, indicating when the duel will start. A duel ends when one player's health is reduced to 1, if one of the dueling players runs too far from the duel flag, or if a player simply forfeits the match.

Outside of an achievement, there are no tangible rewards to dueling other players. You cannot gain Honor in this way, nor can you loot anything from your opponents. The person who loses the duel doesn't actually die, so they won't have to deal with durability loss or reclaiming their body.

WORLD PVP: PVP SERVERS

On PvP servers, Horde and Alliance players are actively at war. Anytime you enter neutral, contested, or enemy territory, you can be attacked by players of the opposite faction. This completely changes the nature of the game; while you are completing quests, you must also look for and defend against the enemy. Many players on PvP servers game with regular groups for protection.

PvP kills of the opposite faction yield Honor. But you never know what's ahead. Even if you find a solo character and kill them, they could have friends waiting in the wings to swoop down and take you out!

PvP deaths that don't involve damage from monsters or falling won't cost you money. There isn't a durability loss as a result of these fights. You must still run back and claim your body or resurrect at a graveyard, though.

WORLD PVP: PVE SERVERS

If you are on a PvE server, you must actively choose to engage in PvP combat. Right-click your own character portrait and click PvP-Enable. You can now engage in PvP with other players who have turned on their PvP flags. Alternatively, you can simply type /PvP in your chat window. Whether you click Disable, or type /PvP, your PvP flag will remain active for another 5 minutes before dropping. If you hop on a flight path after disabling, you will automatically drop your PvP flag without the timer.

You can tell that another player is flagged for PvP because their colors change. If you are not yourself flagged, PvP flagged players will look like a neutral target when you target them. As soon as you flag, they become red, signaling that combat can initiate at any time. Honor rewards and combat dynamics are exactly the same on PvE and PvP servers. The only difference between the servers is that you must flag before you engage in PvP on PvE servers.

If you get in over your head, enemies might kill you and corpse camp your character. That means that they wait for you to resurrect near your body, hoping to kill you again. Disable your flag and wait for 5 minutes, if necessary, to let your PvP flag fall. Doing so allows you to come back to life safely.

As an alternative, you can also call for help from buddies or from people in the region. Use /general chat to let other players know that flagged targets are in a certain area. Someone might show up for a free fight!

REWARDS

PvP rewards are typically purchased with either Honor or Conquest points, or earned by ranking. PvP specific armor is available to purchase or craft, from beginner sets all the way to the best sets available. Honor points are typically used to purchase lower-tier PvP gear, and Conquest points are used to purchase the highest tier of PvP gear available. Each season, a new tier of PvP specific armor sets and weapons is released, similar to tiers of armor released with different raids. PvP armor and weapons can be purchased from Quartermasters located in capital cities.

In addition to armor and weapons, players that actively participate in ranked PvP can work towards gaining the best ranking possible. Players in the top percentile of rankings in each Battlegroup at the end of a season will typically earn special rewards like titles or even mounts.

Some Battlegrounds have their own reputations associated with them. Gaining exalted reputation with these factions will grant you additional titles for your character.

PVP CURRENCY

You earn Honor Points by killing players from the opposing faction, or from Strongboxes earned by participating in Battlegrounds. If you accumulate enough points, you can use them to purchase items like PvP armor and weapons. Honor Points are listed in the Currency tab of your Character window. While there's no limit on how many Honor Points you earn each week, there is a limit on how many you can store at any given time. If you hit the cap, you must spend some Honor Points and you can start earning additional points immediately.

Conquest Points work similarly to Honor Points, but are a bit harder to obtain. Conquest Points come from participating in Arenas, Rated Battlegrounds, or taking part in Random Battlegrounds. There is a weekly cap on how many Conquest Points you can earn, and how many you can store at any given time.

When each new Arena season begins, all your Conquest Points are converted to Honor Points, and some of the Conquest Rewards from the previous season are made available for purchase with Honor Points.

PLAYER VS. PLAYER COMBAT
Battlegrounds

Battlegrounds are instanced PvP combat areas for players above level 10. Players fight Horde versus Alliance in a structured game setting. You can enter a battleground alone or with a group of comrades. For the best rewards, try queuing for Random Battlegrounds. You'll be pitted against players in a randomly determined Battleground, and whether you win or lose, you'll receive a Strongbox, which contains Honor, as well as many other potential valuable rewards. There are 11 total battlegrounds available to play, and they typically involve three different types of combat.

CAPTURE THE FLAG

Capture the Flag style battlegrounds involve capturing a flag and returning it to a certain objective point on the map. While this may sound easy enough, the opposing faction will also be trying to capture and return flags at the same time, resulting in a clash of PvP combat. If a player is killed while carrying a flag, that flag can either be picked up by another player, or returned to its base.

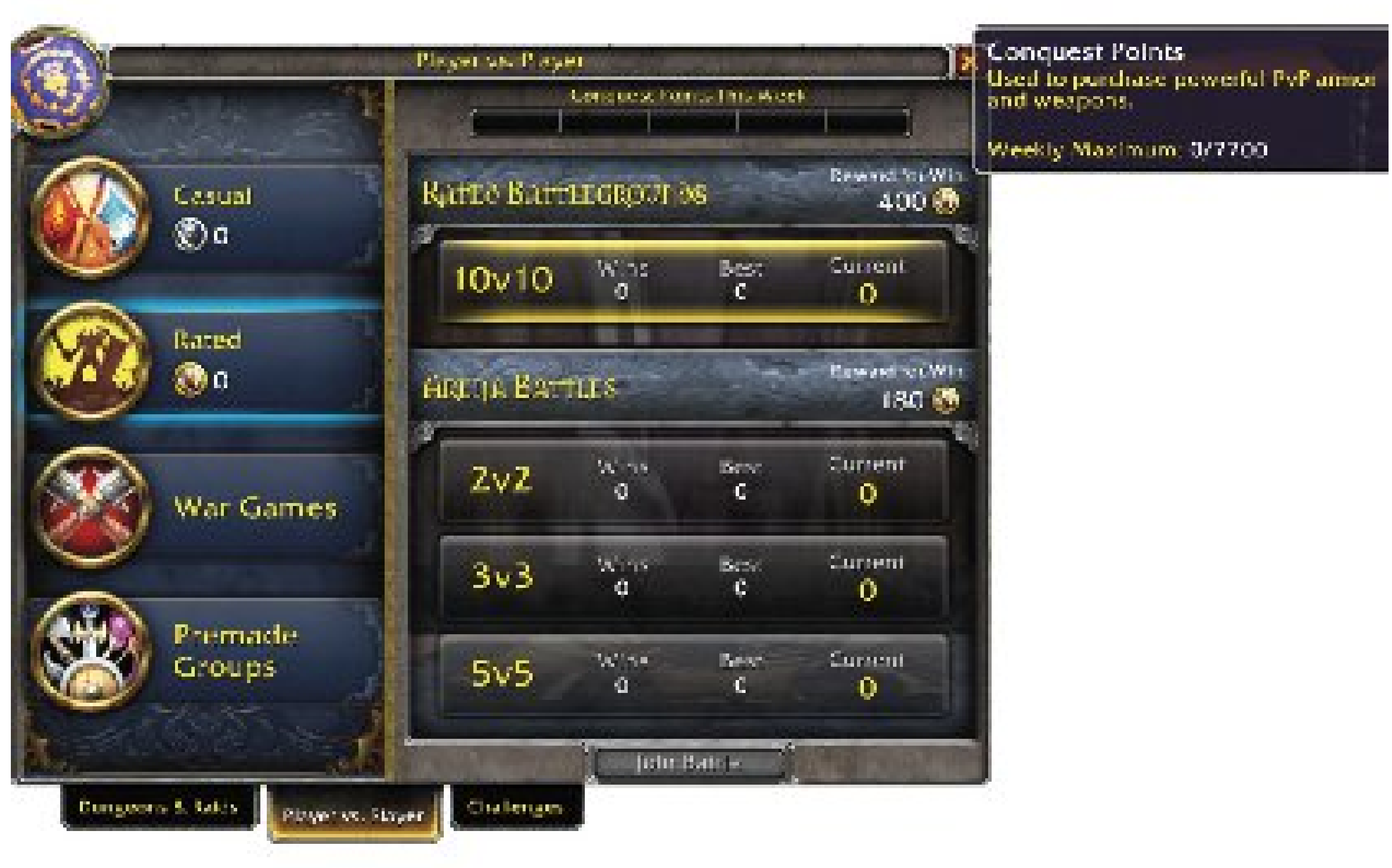
RESOURCE RACE

Resource Race Battlegrounds are a race between both sides that involves collecting a certain number of resources. These resources slowly count up over the course of the Battleground. To speed up the rate that resources are collected, players must complete certain objectives within the Battleground. This can include capturing and holding a point on the map, or even escorting carts of resources from one point on the map to another. The first team to reach the predetermined number of resources needed wins.

SIEGE AND VEHICULAR COMBAT

Siege Battlegrounds are usually won in one of two different ways, either by defeating a boss or capturing an objective in a fortified base; or by whittling down the enemy's reinforcements before they can defeat your boss or capture the objective for themselves. Some Siege Battlegrounds also include Vehicular Combat mechanics. Vehicles are scattered across the map for players to control. Each vehicle has a special set of abilities, and vehicles are typically used to break walls or barriers within the Battleground in order to advance. Vehicles are not, however, immune to taking damage, and can be destroyed by player attacks.

Battleground	Battleground Type	Description
Warsong Gulch	Capture the Flag	A valley bordering Ashenvale Forest and the Barrens, Warsong Gulch hosts a constant battle between the Horde and Alliance. As a 10 vs 10 capture-the-flag battleground, the first faction to capture three flags is victorious. Eager to aid their allies, members of every race in Azeroth rush to the Gulch to lend sword, or spell, to the conflict.
Arathi Basin	Resource Race	The Arathi Basin is one of the main staging points of war between the humans and the Forsaken in Azeroth. Arathi Basin is a 15 vs 15 domination battleground, where each side attempts to control the Stables, Blacksmith, Mine, Lumbermill and Farm for as long as possible. The Defilers' elite troopers seek to sever the vital connection between the humans and their dwarven allies to the south. Meanwhile, the League of Arathor seek to reclaim lost lands for their benefactors in Stormwind.
Eye of the Storm	Resource Race/Capture the Flag	Hovering high above the ravaged landscape of Netherstorm is the island known as the Eye of the Storm. Eye of the Storm is a 15 vs 15 domination battleground, where each side attempts to control the Mage Tower, Fel Reaver Ruins, Blood Elf Tower, and Draenei Ruins for as long as possible. The draenei seek to claim it due to its proximity to the naaru's mysterious vessel, Tempest Keep. This battlefield is coveted by the blood elves for its rich energy deposits.
Alterac Valley	Siege	Hidden within the Alterac Mountains, Alterac Valley is the home of the Frostwolf clan. The Stormpike dwarves have established a foothold in the valley and seek to plumb its depths for riches and links to their ancestral past. A large-scale 40 vs 40 battleground, each side attempts to destroy each other's tower fortifications and slay the enemy General (Vanndar Stormpike or Drek'Thar).
Strand of the Ancients	Vehicular Combat/Timed Siege	To the south of Dragonblight lies the resting place of a legendary Titan artifact known by the Alliance and Horde to possess critical information regarding the Titans and their methods. Strand of the Ancients is a 15 vs 15 battleground, where each side takes a turn attacking and defending the Titan artifact at the southern tip of the island. Prepare yourself for battle, for fate cannot determine success upon this Strand of the Ancients.
Isle of Conquest	Vehicular Combat/Siege	The Isle of Conquest is a point of strategic importance for the Alliance and Horde campaigns in Northrend, each side determined to secure control of the island. As a large-scale 40 vs 40 battleground, each side attempts to wrest control of the Workshop, Docks, Hanger, Quarry, and Refinery in order to secure access to the enemy stronghold and defeat its general (Halford Wyrmbane or Overlord Agmar).
Twin Peaks	Capture the Flag	Nestled in the Twilight Highlands, Twin Peaks has flared as a point of contention between the Alliance and Horde. As a 10 vs 10 capture-the-flag battleground, the first faction to capture three flags is victorious. Lend your strength as both factions struggle to take control of this critical high ground!
Battle for Gilneas	Resource Race	As the Greymane wall collapses, the inevitable conflict between the Forsaken and Worgen reaches a new climax. The Battle for Gilneas is a 10 vs 10 domination battleground, where each side attempts to control the Mine, Lighthouse, and Waterworks for as long as possible.
Temple of Kotmogu	Resource Race	The Horde and Alliance wage battle for the ancient Mogu artifact that is foretold to hold great powers. Temple of Kotmogu is a 10 vs 10 powerball battleground where each side attempts to control the 4 Mogu artifacts for as long as possible in different scoring zones.
Silvershard Mines	Resource Race	This battleground takes place underneath Stranglethorn Vale in a Venture Co. goblin mine. Silvershard Mines is a 10 vs 10 escort battleground, in which each side attempts to control diamond carts until they reach the mine depot.
Deepwind Gorge	Resource Race	Situated in the Valley of the Four Winds, Deepwind Gorge is where the Alliance and Horde continue their war for Pandaria's precious resources. While the two factions battle for control over mines, they must also protect their own resources from being stolen and turned against them!



Conquest Points
Used to purchase powerful PvP armor and weapons.
Weekly Maximum: 0/7700

ARENA

Arena combat offers unstructured, highly competitive PvP. Teams of 2, 3, or 5 compete against each other in a ranked series of tournaments. There are seasons for this, and the rewards that come from Arena are on par with what you can get from Ranked Battleground matches.

There is no forum more competitive than the Arena. Players must take special care to choose the best talents and abilities to handle other classes. To be competitive, you must know all the ins and outs of your class and be able to use them at just the right moment. Arenas are also about finding the right partners who complement your playstyle and skill as well as possible. Tactics and strategies for the Arena change constantly. One of the best ways to stay on top of it all is to read forums and visit websites dedicated to Arena tactics.

Players that participate in Arena battles will be pitted against each other in one of seven unique maps. The Ring of Trials, the Circle of Blood, the Ruins of Lordaeron, the Dalaran Arena, the Ring of Valor, the Tol'Viron Arena, or the Tiger's Peak. Each map has its own unique structures that can be used to help sway the tide of battle from one team to the other—pillars, bridges, rising platforms, and even pipes of water can be used to strategic advantage.

Arenas are generally more restricted in terms of what you can and cannot do during the match. In general, abilities with cooldowns of 10 minutes and longer cannot be used, along with certain items, flasks, and other consumables.

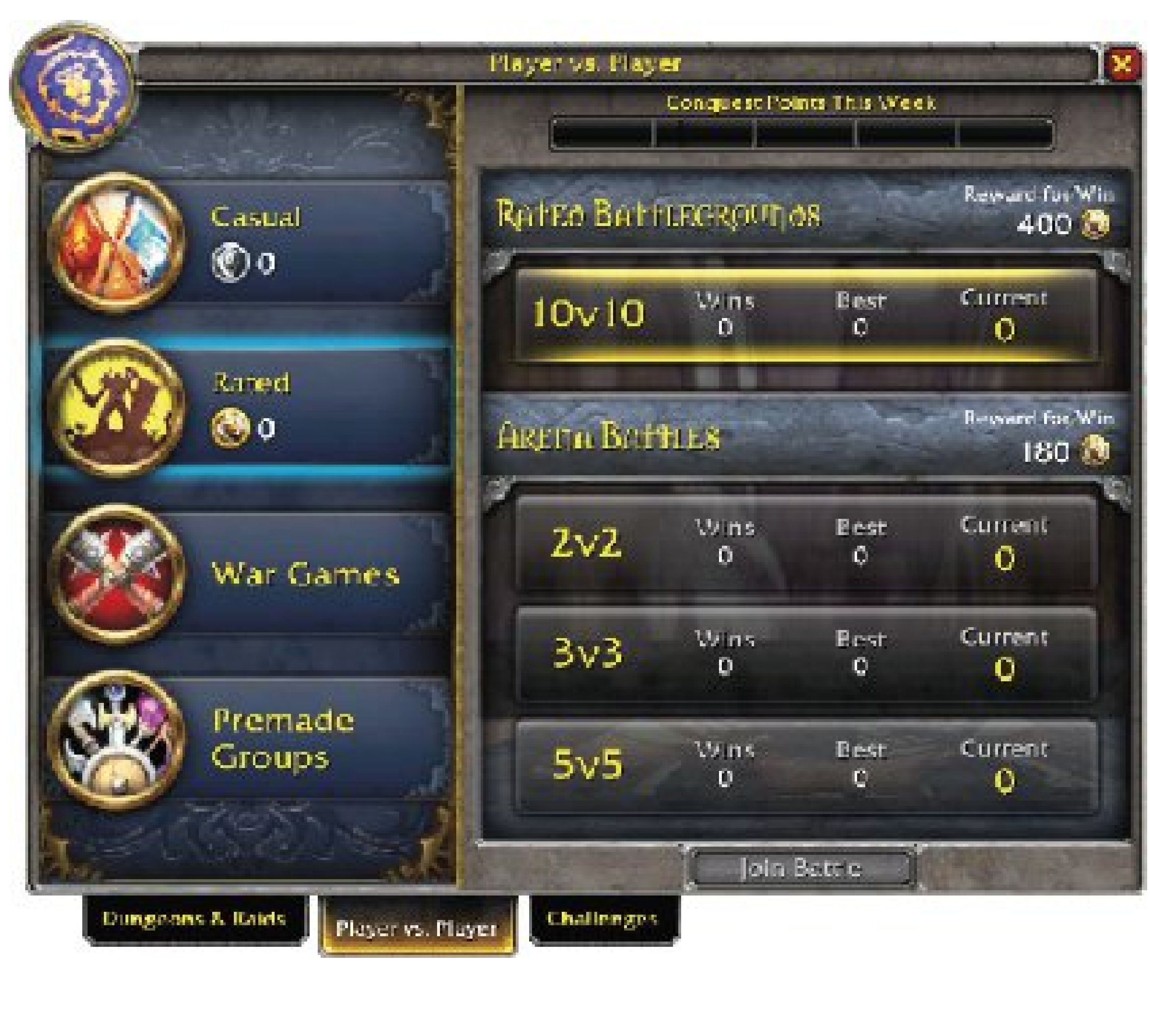
Before entering the battle, players have 60 seconds to buff themselves, inspect the other team, and prepare to play. Once the match commences, players battle until all members of one team are defeated, or until 20 minutes have passed. If neither team wins in 20 minutes, the match will end in a draw.

To help prevent games from dragging on too long, however, a stacking debuff called Dampening will be applied after 5 minutes in a 2v2 battle, or 10 minutes for 3v3 and 5v5 battles. This debuff will stack once every 10 seconds, reducing healing and absorption by 1% with every stack.

Arenas are fairly high-pressure battles and require extremely quick thinking and even quicker reaction time. They're one of the most challenging PvP activities in the game, but the rewards are well worth the challenge.

PERSONAL RATING

Participation in Arena fights or Rated Battlegrounds awards a Personal Rating that reflects your win/loss performance in Rated Battlegrounds and Arenas. This Personal Rating is used to match you with players that have similar rating in Arenas and Rated Battlegrounds. Having a good Personal Rating also makes you eligible for certain rewards like titles, mounts, and cosmetic gear sets.



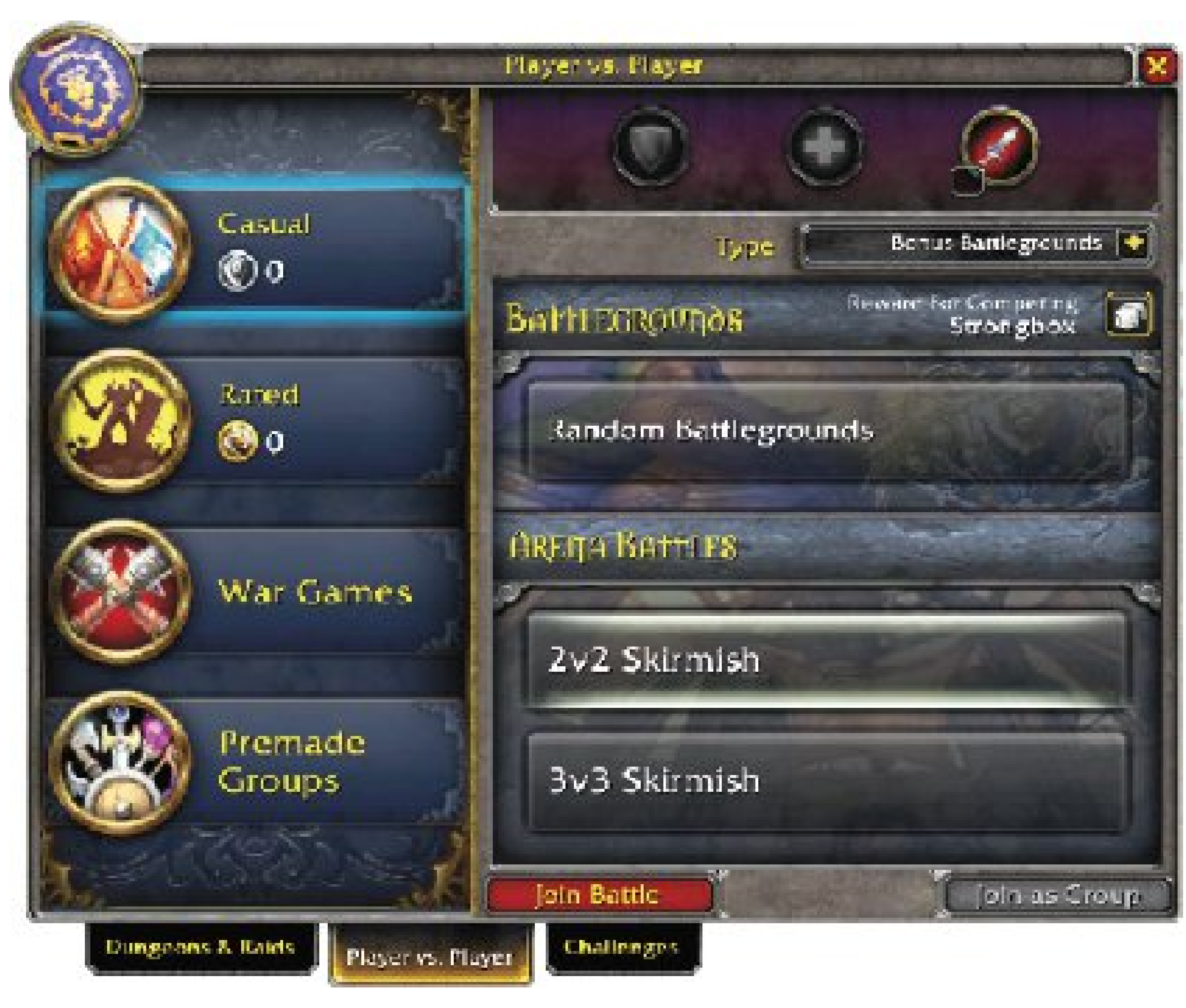
RATED BATTLEGROUNDS

Rated Battlegrounds offer a way for players who enjoy PvP, but not necessarily the high-stress environment of Arena matches, to obtain the best gear possible. Rated Battlegrounds are 10 vs. 10 and use the following maps: Warsong Gulch, Arathi Basin, Eye of the Storm, Silvershard Mines, Temple of Kotmogu, Deepwind Gorge, Battle for Gilneas, and Twin Peaks.

Only fully premade groups can take part in Rated Battlegrounds. Just as with Arenas, your group will be matched up with teams of similar ranking, and level of gear. Good Premade groups aren't just going to know each other. They're going to use voice chat extensively, tactics that they've played before, and use every trick in the book. They're almost undefeatable if your team isn't similarly prepared.

Rated Battlegrounds share the same spell and item restrictions as Arenas. Unlike Arenas, Rated Battlegrounds aren't a matter of simply killing the opposing team. You must complete the Battleground objectives just as you would in a traditional Battleground. Knowing the maps, objectives, and strategy of each of the playable Rated Battlegrounds is crucial to your team's success.

Other than improved equipment, rewards from participation in Rated Battlegrounds include mounts, titles for your character, and Achievements.



SKIRMISHES

Skirmishes are much like Random Battlegrounds, but they take place solely in Arenas. They play exactly the same as a regular Arena battle would, but award no ranking for participation. You may queue for Skirmishes on your own, or with one to two friends for 2v2 or 3v3 fights.

Like Random Battlegrounds, Skirmishes also reward Strongboxes with loot, Honor, or a small chance at Conquest gear. Because they are not ranked, Skirmishes are a great, low-pressure way to practice and stay sharp for ranked Arena encounters.

WAR GAMES

War Games allow you to challenge a specific guild, or group of friends, and face them in a Battleground or Arena. There are no rewards from War Games, other than practice in a controlled environment and bragging rights. War Games ignore faction restriction, which means you can challenge any other similarly-sized group—Alliance, Horde, or even a group comprised of other people from your guild! The groups can agree on a Battleground, or they can let the game pick one for them.

SPECTATOR INVITES AND TOURNAMENTS

For players that want to organize their own Tournaments, a new feature has been added that will allow a player to set up a War Game between two teams of their choice. When the match begins, everyone in the match organizer's party will be able to watch the game as spectators. Players participating in tournament-style play can also use Tournament Mode gear. This special set of gear makes sure that all participants in a Tournament are on equal footing.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

PLAYER VS. PLAYER COMBAT

Ashran

The island of Ashran, located off the coast of Tanaan Jungle, contains a level 100 instanced, cross-realm world PvP zone accessible by both factions. Entering Ashran will automatically flag a player for PvP, regardless of server type. You will be able to choose whether or not you wish to enter the ongoing battle. If you choose not to join, you will be teleported back to your faction's stronghold on the island.

As a world PvP zone, Ashran does not function like a regular battleground. There is no end to the battle; it is a persistent tug of war between both sides. Players work to complete various objectives around the island, all while attacking and defending themselves from the opposite faction. Much of Ashran is centered on the idea of collecting Artifact Fragments for your faction, as well as capturing objective points, gathering resources, and completing special time-limited events.

STORMSHIELD AND WARSPEAR

Upon arriving in Draenor and establishing your Garrison, you will eventually be directed to ask your Garrison's flight master to send you to Ashran. There are two faction strongholds located on opposite sides of the island. Alliance players will fly to Stormshield, and Horde players will fly to Warspear. Both Stormshield and Warspear feature all the amenities players might need as they are travelling in Draenor, including portals to all major capital cities on Azeroth. These two faction strongholds are not PvP-designated areas. However, taking the path from either city into the main island will result in a prompt asking if you wish to join the battle.

GAMEPLAY

Battles and objectives in Ashran take place in stages. Once a stage is completed, and a faction chosen as the victor, another stage will shortly begin. Any points on the map that have been captured by either faction are automatically reset for the next stage.

Although Ashran is primarily centered on the idea of PvP combat, there are many PvE objectives to complete that will help turn the tide of battle. In addition to fighting players, you will also find yourself engaging in battle with a variety of different creatures and NPCs that also populate the island. The island also contains rare elites and raid boss-level NPCs to defeat.

Because Ashran features such a wide array of potential activities, you can pick and choose how you want to contribute. There are a variety of objectives, both PvP and PvE based, that players can complete. It's up to you to decide how to help your faction come out on top!

OBJECTIVES

The main objective that most players will be working towards is simply reducing the enemy's reinforcements. One of the ways to win a battle stage is by simply reducing the opposing faction's reinforcements to zero. There are plenty of other objectives you can work towards as well, while you're whittling down reinforcements.

TOWERS, BASES, AND FACTION LEADERS

You can capture enemy towers to push forward into enemy territory, or invade the enemy's base to defeat NPCs that are important to the other side. Each faction has a Mage Tower with a powerful guardian that offers a special challenge and bonus loot. In addition, each faction has a Faction Leader who can be killed for more loot, special rewards, and an end to that particular battle stage. If the enemy's Faction Leader is defeated, a temporary flight master will appear to allow the victor a quick and safe flight back to their base.

ARTIFACT COLLECTING AND SUMMONING

Players can loot Artifact Fragments from creatures in the zone, as well as other players. These Artifact Fragments can be spent to summon powerful NPC allies, transportation, and other useful contributions to their faction in the zone. In addition to the Fragment collecting, players can kill both Muk'Mark Raz and Gaul Dun Firok, the Ogre King's bodyguards, to gain the aid of the Ogre King Kor'lok for their respective faction's side.

EXPLORATION, RARES, AND VIGNETTES

Scattered throughout the zone are plenty of rare creatures to rescue or defeat, as well as various vignettes with bonus objectives. Many creatures on the island drop powerful items that can be turned in for additional bonuses. Some even drop items that can give players temporary new powers, or unique class abilities!

Name	Classification
Burning Power	Rare
Leaping Gorger	Rare
Slippery Slime	Rare
Web-wrapped Soldier	Rare Elite
Brickhouse <Mighty>	Rare Elite
Captured Gor'vosh Stoneshaper	Rare Elite
Cursed Harbinger	Rare Elite
Cursed Sharptalon	Rare Elite
Elder Darkweaver Kath	Rare Elite
Korthall Soulgorger	Rare Elite
Panthora	Rare Elite
Goregore	Rare Elite

QUESTS

Both Alliance and Horde have a variety of quests that offer rewards for completing various objectives around Ashran. Before you dive into the middle of battle, make sure you check around your base and pick up any quests offered that can be completed while you're out there in the thick of the fighting.

REPUTATION

Reputation in Ashran can be earned by participating in battle and completing quests. Alliance players will earn reputation towards Wrynn's Vanguard, and Horde players will earn reputation towards Vol'jin's Spear. Gaining exalted reputation with either faction will grant you a special title. Both factions also offer rewards designed to help you in future battles on Ashran.

VOL'JIN'S SPEAR REPUTATION REWARDS

Name	Requirement	Type	Description
Disposable Pocket Flying Machine	Friendly	Other (Miscellaneous)	Use: Summon a Pocket Flying Machine to carry your Artifact Fragments back to Warspear Outpost, rewarding you with appropriate honor and reputation. Your Artifact Fragments will be evenly distributed among available objectives for the Horde. (2 Hrs Cooldown)
Vol'jin's Spear Battle Standard	Friendly	Consumable	Use: Place a Battle Standard at your location with 300000 health. In Ashran, the Battle Standard increases the Versatility of all members that stay within 45 yards by 1040. Lasts 2 min. (15 Min Cooldown)
Swift Riding Crop	Honored	Other (Miscellaneous)	Use: Allows you to instantly mount for 1 hour while in Ashran.
Flimsy X-Ray Goggles	Honored	Other (Miscellaneous)	Use: Grants vision into enemy players loot bags, indicating those who are carrying Artifact Fragments. Lasts for 1 hour.
LeBlanc's Recorder	Revered	Other (Miscellaneous)	Use: Emits a pleasing tune, calling indigenous wildlife to assist you in battle against enemy Players within 60 yards. (1 Hour Cooldown)
Vol'jin's Spear Tabard	Exalted	Tabard	Tabard

WRYNN'S VANGUARD REPUTATION REWARDS

Name	Requirement	Type	Description
Disposable Pocket Flying Machine	Friendly	Other (Miscellaneous)	Use: Summon a Pocket Flying Machine to carry your Artifact Fragments back to Stormshield Stronghold, rewarding you with appropriate honor and reputation. Your Artifact Fragments will be evenly distributed among available objectives for the Alliance. (2 Hrs Cooldown)
Wrynn's Vanguard Battle Standard	Friendly	Consumable	Use: Place a Battle Standard with 300000 health that increases the Versatility of all members that stay within 45 yards of the Battle Standard by 1040. Lasts 2 min. May only be used in Ashran. (15 Min Cooldown)
Swift Riding Crop	Honored	Other (Miscellaneous)	Use: Allows you to instantly mount for 1 hour while in Ashran.
Flimsy X-Ray Goggles	Honored	Other (Miscellaneous)	Use: Grants vision into enemy players loot bags, indicating those who are carrying Artifact Fragments. Lasts for 1 hour.
LeBlanc's Recorder	Revered	Other (Miscellaneous)	Use: Emits a pleasing tune, calling indigenous wildlife to assist you in battle against enemy Players within 60 yards. (1 Hour Cooldown)
Wrynn's Vanguard Tabard	Exalted	Tabard	Tabard

ACHIEVEMENTS

Ashran has its own set of Achievements to complete that all involve participation on the island. Some Achievements will have you collecting Artifact Fragments or looting player corpses, others involve rescuing prisoners of the opposing faction, or killing specific NPCs and creatures.

Achievement Name	Objective	Points Rewarded
Ashran Victory	Kill the opposing faction Commander while controlling all points on the Road of Glory.	10
Bounty Hunter	Loot certain items off Horde player corpses.	10
Bounty Hunter	Loot certain items off Alliance player corpses.	10
Divide and Conquer	Kill 5000 enemy players anywhere outside the Road of Glory within Ashran.	10
Down Goes Van Rook	Kill Elliot Van Rook before he remembers how to use Ice Block.	10
Grand Theft, 1st Degree	Loot 100 Artifact Fragments from enemy players.	10
Grand Theft, 2nd Degree	Loot 500 Artifact Fragments from enemy players.	10
Grand Theft, 3rd Degree	Loot 1000 Artifact Fragments from enemy players.	10
Hero of Stormshield	Gain exalted reputation with Wrynn's Vanguard.	10
Hero of Warspear	Gain exalted reputation with Vol'jin's Spear.	10
High-value Targets	Defeat all of the required creatures within Ashran.	10
Just for Me	Activate a Class Specific Book Epic Item found within Ashran.	10
Operation Counterattack	Defeat Kronus within 8 minutes of it being summoned by the Horde.	10
Operation Counterattack	Defeat Fangraal within 8 minutes of it being summoned by the Alliance.	10
Rescue Operation	Release the necessary captured prisoners from the Horde Prison.	10
Rescue Operation	Release the necessary captured prisoners from the Alliance Prison.	10
Take Them Out	Defeat all of the Horde Captains listed within The Road of Glory.	10
Take Them Out	Defeat all of the Alliance Captains listed within The Road of Glory.	10
Thy Kingdom Come	Win Kor'lok's favor for your faction by defeating his bodyguard, Muk'Mar Raz.	10
Thy Kingdom Come	Win Kor'lok's favor for your faction by defeating his bodyguard, Gaul Dun Firok.	10
Tour of Duty	Complete each PvP Event at certain areas.	10

WORLD
WARCRAFT
WARLORDS of DRAENOR

BRAWLER'S GUILD
Introduction

Introduced in Mists of Pandaria, the Brawler's Guild is a group that organizes single-player gladiator matches between you and a series of progressively more difficult mini-bosses. The Alliance can find the Brawler's Guild hidden away in the depth of the Deeprun Tram in Bizmo's Brawlpub, while the Horde merely needs to make a trip to the Valley of Honor to find the Brawl'gar Arena. All encounters have been updated with Warlords of Draenor, and you must now be level 100 to fight.

A BLOOD-SOAKED INVITATION

To join the Brawler's Guild, you must first acquire a Blood-Soaked Invitation. Right-click the invitation to use it. Using the Blood-Soaked Invitation flags your entire account for access to the Brawler's Guild, so any additional characters you have of either faction can simply head to the Brawlpub or Brawl'gar and begin.

WORLD
WARCRAFT
WARLORDS of DRAENOR

Brawling

Speak to any bouncer to sign up for a brawl. You will enter a queue of players. Speak to the bouncer again to see how many people are ahead of you in line. You will be notified when you are next in line to fight. Once you have teleported into the arena, you have two minutes to complete your fight. If you do not defeat the encounter before your two minutes expire, you'll soon find yourself dancing on a fiery and unforgiving floor.

Winning the battle will net you a Brawler's Purse with gold and other useful rewards inside, as well as 250 reputation with the Brawler's Guild. If you lose the battle, you will need to make a run back from the nearest graveyard, unless you have a friend nearby who can resurrect you.

There are 8 ranks in the Brawler's Guild. Each rank has four gladiators you must defeat in order to progress to the next rank. Upon achieving rank 8, you are eligible for one of four rare gladiators. Rising through the ranks opens access to useful and valuable items from the Brawler's Guild vendor.

Rank	Item	Cost
Rank 1	Brawler's Healing Tonic	1g42s50c
	Brawler's Draenic Agility Potion	1g42s50c
	Brawler's Draenic Intellect Potion	1g42s50c
	Brawler's Draenic Strength Potion	1g42s50c
Rank 4	Clock'em	28s50c
	Pit Fighter's Punching Ring (Alliance/Horde)	19,000g
	Brawler's Bottomless Draenic Agility Potion	95g
	Brawler's Bottomless Draenic Intellect Potion	95g
	Brawler's Bottomless Draenic Strength Potion	95g
Rank 8	Brawler's Burly Mushan Beast	1425g

RARE CHALLENGE CARDS

Challenge Cards are items that allow challengers the opportunity to relive earlier fights. For ranked fights, defeating a gladiator will unlock that gladiator's challenge card. There are also rare challenge cards, unlocked upon completing quests that are started by items found in the world. These encounters do nothing for your ranking in the Brawler's Guild, but they all have unique rewards when defeated.

RARE CHALLENGE CARD GLADIATORS

- Grandpa Grumplefloot
- Master Boom Boom
- Ty'thar
- Razorgrin
- Splat
- Dippy & Doopy
- Mecha-Bruce
- Blingtron 3000
- Ro-Shambo
- The Bear and the Lady Fair
- Mingus Diggs
- Blind Hero

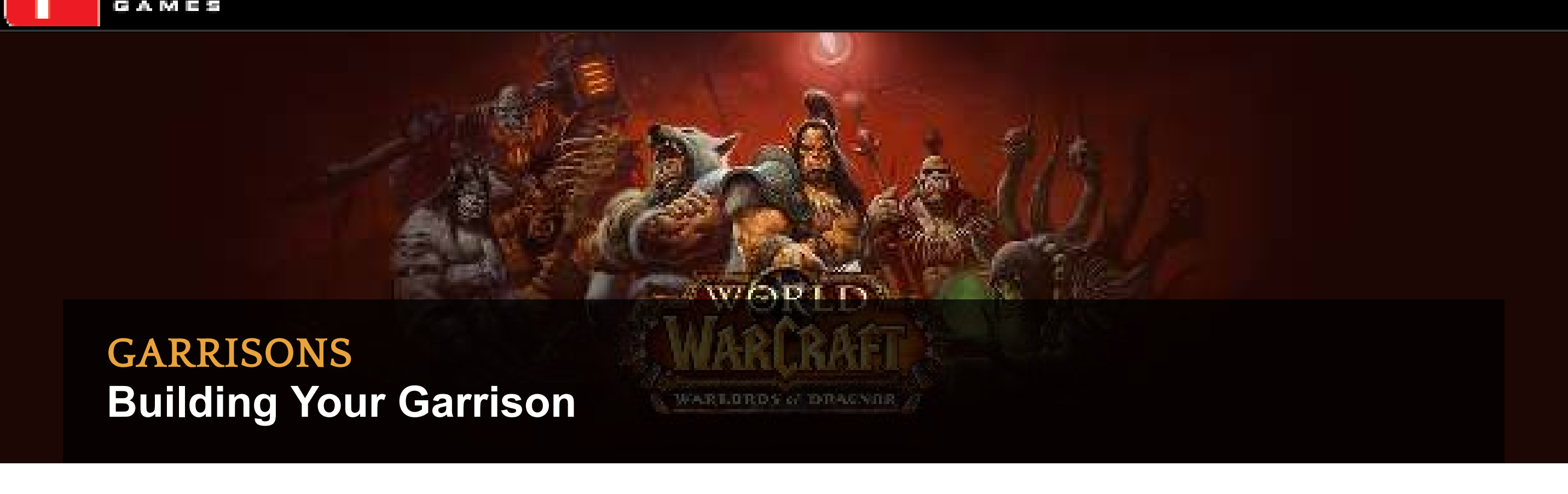
WORLD OF WARCRAFT
WARLORDS of DRAENOR

BRAWLER'S GUILD
Gladiator Encounters

Rank 1	Goredome	Sanoriak	Smash Hoofstomp	Akama
Rank 2	Dippy	Kirrawk	King Kulaka	Fran & Riddoh
Rank 3	Blat	Vian the Volatile	Ixx	Mazhareen
Rank 4	Tyson Sanders	Nibbleh	Dominika the Illusionist	Meatball
Rank 5	Big Badda Boom	Millie Watt	Bruce	Leper GnomeQuintet
Rank 6	Proboskus	Doctor FIST	Unguloxx	Yikkan Izu
Rank 7	GG Engineering	Dark Summoner	Battletron	Ahoo'ru
Legacy Challengers	Hexos	Tyson Sanders	T440 Dual-Mode Robot	Anthracite
Special Challengers	Big Badda Boom	Nibbleh	Doctor FIST	Ahoo'ru

Legacy Challengers
Dungeon Master Vishas
Crush
Leona Earthwind
Deeken
Fjoll
T440 Dual-Mode Robot
Hexos
Anthracite
Epicus Maximus
Disruptron
Millhouse Manastorm
Zen'shar

Special Challengers
Grandpa Grumplefloot
Master Boom Boom
Ty'thar
Razorgrin
Splat
Dippy & Doopy
The Bear and the Lady Fair
Blingtron 3000
Ro-Shambo
Mecha-Bruce
Mingus Diggs
Blind Hero



GARRISONS

Building Your Garrison

Your Garrison on Draenor is your own personal fortress, a stake of land in the savage wilds of this unfamiliar world. Garrisons can be customized to suit your needs with specialized buildings that offer useful buffs, resources, and more. In addition, as you travel throughout Draenor, you can obtain followers to populate your Garrison and complete missions for resources, XP, gold, and other valuable rewards.

Building your Garrison is easy. Upon arriving in either Shadowmoon Valley (for Alliance) or Frostfire Ridge (for Horde), players will be led through a brief series of quests to collect building materials for their Garrison, and claim their plot of land. Once unlocked, you will organically continue to build and expand your Garrison as you quest through Draenor. Quests can reward you with followers, resources, or even additional quest items to unlock special buildings in your Garrison. In addition, various Garrison rewards and tasks can be found hidden away all over Draenor. Don't be afraid to explore!

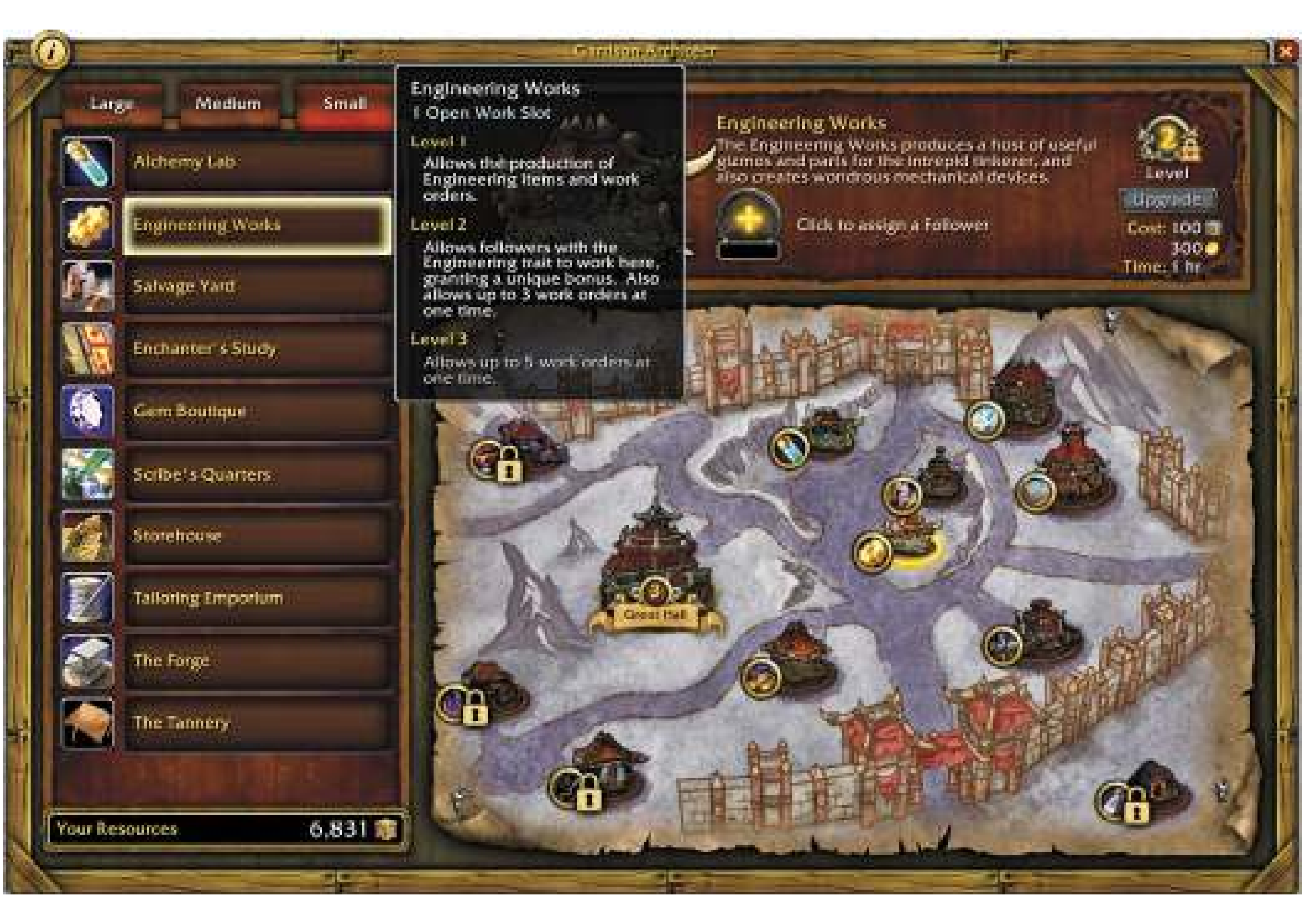
In order to perform any tasks with your Garrison, you need Garrison Resources, which will be gathered throughout your journey on Draenor. Although small at first, your Garrison can be expanded up to three times its size by upgrading your Town Hall, growing larger and more populated with every expansion. Each upgrade opens up new plots in which to place additional buildings, collect followers, create useful items, and more.

BUILDINGS

Once your Garrison has been established, you may begin to place buildings in it. To create a building, you'll first need a blueprint. Right-click the blueprint to add it to your list of learned blueprints. After you have learned the blueprint, visit the Architect's table within your Garrison to choose your building, and drag it on the map to where you would like that building placed. Garrison buildings take one hour to complete, at which point you may sign off on your building to complete its construction. There are three different sizes of buildings available to choose from, and as with your Town Hall, each building can be upgraded a maximum of two times as well.

While level 1 and level 2 blueprints are fairly easy to obtain, level 3 blueprints are far more difficult, and are rewarded from completing certain Garrison-related Achievements. Once you have learned a level 3 blueprint, all of your characters will have it learned. You won't have to complete the associated Achievements more than once.

SMALL BUILDINGS



Engineering Works
1 Open Work Slot
Level 1
Allows the production of Engineering items and work orders.
Level 2
Allows followers with the Engineering trait to work here, granting a unique bonus. Also allows up to 3 work orders at one time.
Level 3
Allows up to 5 work orders at one time.

Engineering Works
The Engineering Works produces a host of useful gizmos and parts for the intrepid tinkerer, and also creates wondrous mechanical devices.

Small buildings primarily involve professions and the creation of work orders to provide you with items and materials. These buildings may be upgraded up to three times with Garrison resources and gold, and each tier of upgrades offers more bonuses. Note that although these buildings deal with the same professions you can train and learn, you are not required to learn the profession that the building promotes.

This means that your Garrison can be effectively used to perform profession tasks and crafting that you yourself cannot perform. Although you are limited in how many professions you can personally learn, small buildings allow you to craft helpful items that you ordinarily would not have access to.

However, there's a catch: You will not be able to craft the best possible items from a Garrison building. The absolute best crafted items will always come from learned professions, as opposed to items offered by buildings.

If you choose to create a building that works with a profession you have already learned, you'll gain an additional daily cooldown that allows you to craft gear twice as fast as someone who has created that building, but hasn't learned the associated profession. You'll also gain access to the highest level of crafted recipes you can learn.

ALCHEMY LAB

Level 1	Allows the production of Alchemy items and work orders.
Level 2	Allows followers with the Alchemy trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

ENCHANTER'S STUDY

Level 1	Allows the production of Enchanting items and allows non-Enchanters to disenchant items. Also allows work orders.
Level 2	Allows followers with the Enchanting trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

ENGINEERING WORKS

Level 1	Allows the production of Engineering items and work orders.
Level 2	Allows followers with the Engineering trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

GEM BOUTIQUE

Level 1	Allows the production of Jewelcrafting items and work orders.
Level 2	Allows followers with the Jewelcrafting trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

SALVAGE YARD

Level 1	Allows Salvage to be occasionally recovered from missions.
Level 2	Increases your chance at recovering Salvage from missions. In addition, you may now discover follower items in Salvage.
Level 3	Greatly increases your chance at recovering Salvage from missions. In addition, you may now discover player items in Salvage.

SCRIBE'S QUARTERS

Level 1	Allows the production of Inscription items and work orders.
Level 2	Allows followers with the Inscription trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

STOREHOUSE

Level 1	Enables access to your personal bank and increases the total number of active work orders for all buildings by 5.
Level 2	Enables access to your guild bank.
Level 3	Enables access to an Ethereal Trader for Void Storage and Transmogrification and increases the total number of active work orders for all buildings by 15.

TAILORING EMPORIUM

Level 1	Allows the production of Tailoring items and work orders.
Level 2	Allows followers with the Tailoring trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

THE FORGE

Level 1	Allows the production of Blacksmithing items and work orders.
Level 2	Allows followers with the Blacksmithing trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

THE TANNERY

Level 1	Allows the production of Leatherworking items and work orders.
Level 2	Allows followers with the Leatherworking trait to work here, granting a unique bonus. Also allows up to 14 work orders at one time.
Level 3	Allows up to 20 work orders at one time.

MEDIUM BUILDINGS

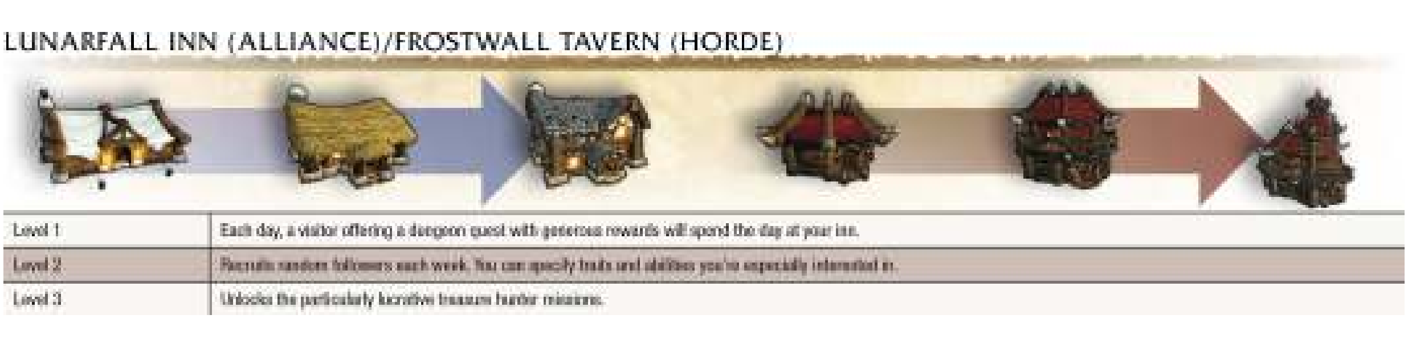
Medium buildings primarily concern gathering resources and materials for both yourself and your Garrison, as well as unlocking certain perks within the Garrison itself. These buildings may be upgraded up to three times with Garrison resources and gold, and each tier of upgrades offers more bonuses.

The level 2 blueprints for medium level buildings are learned a little differently. While you are questing in Draenor, you will encounter areas that your forces have found suitable for building outposts. In each outpost, you'll be able to choose from two different types of buildings. These buildings will give you specific zone-wide buffs, so choose carefully. Completing quest chains in your outposts will reward you with an item that you can trade in for level 2 blueprints.

BARN

Level 1	Allows you to capture clefthoof, elekk, wolves, and talbuk for leather and fur. Used for leatherworking and tailoring recipes.
Level 2	Allows you to capture boars and riverbeasts for rare meats used to create the most powerful food.
Level 3	Allows you to capture elite beasts to harvest for savage blood, used in all epic crafted armor and weapons.

LUNARFALL INN (ALLIANCE)/FROSTWALL TAVERN (HORDE)



Level 1	Each day, a visitor offering a dungeon quest with generous rewards will spend the day at your inn.
Level 2	Recruits random followers each week. You can specify traits and abilities you're especially interested in.
Level 3	Unlocks the particularly lucrative treasure hunter missions.

LUMBER MILL

Level 1	Allows you to mark small trees in Draenor for harvest. Harvested Timber can be converted to work orders for garrison supplies.
Level 2	Allows you to mark medium trees for additional Timber.
Level 3	Allows you to mark large trees for even more Timber.

GLADIATOR'S SANCTUM

Level 1	Increases your out-of-combat regeneration in outdoor Draenor zones and allows the collection of broken bones from defeated enemy players (used for Conqueror's Tribute).
Level 2	Enables safe fall and underwater breathing in outdoor Draenor zones. Also enables the Nemesis quest series for defeating enemy players of specific races.
Level 3	While below 35% life, all damage is reduced by 50% in outdoor Draenor zones. Grants access to the Highmaul Coliseum gladiator tournament.

TRADING POST

Level 1	A merchant shows up each day selling trade goods. Also allows the trade of crafting reagents for garrison resources.
Level 2	Grants access to the Sha'tari Defense or Laughing Skull factions. Also unlocks the ability to acquire parts from around Draenor to build an auctioneer.
Level 3	Increases reputation gain in Draenor by 20%.

LARGE BUILDINGS

Large buildings offer valuable personal rewards that directly affect you and your followers. These buildings may be upgraded up to three times with Garrison resources and gold, and each tier of upgrades offers more bonuses.

Your first large building will always be your Barracks, which is automatically learned as part of the process of establishing your Garrison. Once you upgrade your Garrison to level 2 and open up another large plot, you will automatically learn the blueprints for all other large buildings. Level 3 blueprints are unlocked upon completing Garrison-specific Achievements.

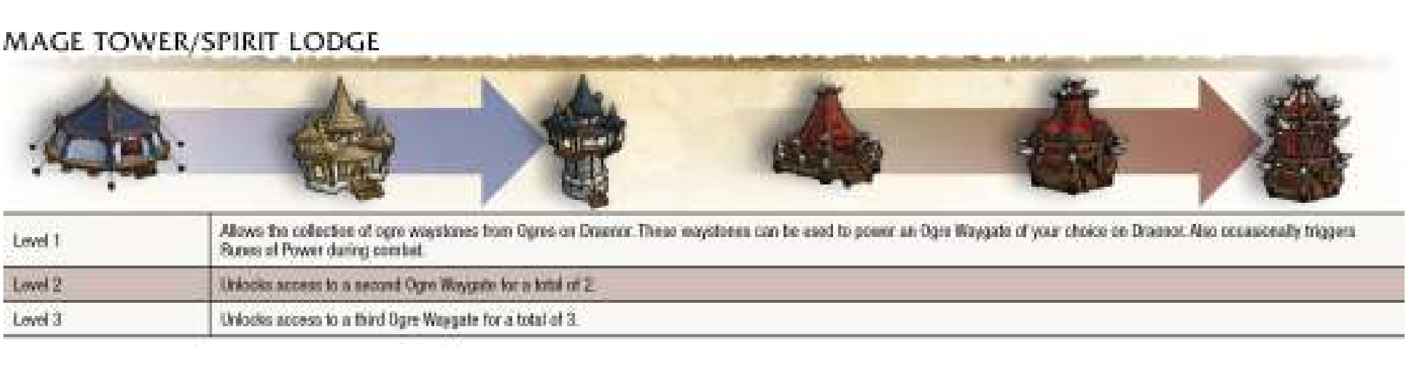
BARRACKS

Level 1	Unlocks Patrol Missions. Patrol Missions have higher than normal follower experience rewards.
Level 2	Allows a follower with the bodyguard trait to accompany you as a guardian in Draenor zones.
Level 3	Increases your follower limit by 5 and grants access to racial guards and banners.

GNOMISH GEARWORKS/GOBLIN WORKSHOP

Level 1	Unlocks a personal engineer that creates a powerful invention each day. Exceptional work!
Level 2	Your engineer gains access to five new and amazing devices.
Level 3	Allows the creation of a siege vehicle once per day. Drive it to victory in Draenor!

MAGE TOWER/SPIRIT LODGE



Level 1	Allows the collection of ogre waystones from Ogres on Draenor. These waystones can be used to power an Ogre Waygate of your choice on Draenor. Also occasionally triggers Runes of Power during combat.
Level 2	Unlocks access to a second Ogre Waygate for a total of 2.
Level 3	Unlocks access to a third Ogre Waygate for a total of 3.

STABLES

Level 1	Enables the capture and training of special mounts on Draenor. Also allows you remain mounted while interacting with objects in outdoor Draenor zones.
Level 2	You will no longer get dazed by enemies while riding mounts in outdoor Draenor zones.
Level 3	Increases mount speed in Draenor by 20%.

DWARVEN BUNKER/WAR MILL

Level 1	Doubles the chance for your quest rewards to get a rare or epic Bonus Upgrade, and increases the potency of the upgrade. Allows the collection of armor scraps from the orc clans of Draenor for armor transmogrification use.
Level 2	Opens up work orders for follower weapons and armor in exchange for garrison resources. Also, new armor transmogrification items unlock.
Level 3	Grants 1 of your 3 Seals of Tempered Fate (raid bonus loot roll) at no cost each week.

FISHING SHACK, HERB GARDEN, MENAGERIE AND MINE

There are four unique Garrison structures that are unlocked as you level your Garrison. The Fishing Shack, Herb Garden, Menagerie, and Mine are all in stationary locations. You don't get to choose where they are placed, but they don't require blueprints to initially build. Instead, you will have to complete a quest to unlock the structure. Once unlocked, each of these buildings can be leveled up, just like all the other buildings in your Garrison.

Both the Mine and the Herb Garden will allow players to gather and produce herbs and ore, even if they do not have a gathering profession learned. However, players that have the appropriate gathering profession learned will be able to obtain these materials at a much faster rate.

The Fishing Shack allows players to fish for Draenor fish from the privacy of their own Garrison, without having to travel around the world. Unlocking the level 3 blueprint for the Fishing Shack is a fairly lengthy process, but once you have done so, you'll be able to recruit a very famous fisherman as your follower.

The Menagerie is an area specifically for your pets, and for Pet Battles. Once you have unlocked the Menagerie, you'll begin attracting elite pets to defeat for special rewards. Unlocking the level 3 blueprint for the Menagerie also unlocks a daily Pet Battle quest, which has the chance to drop even more unusual pets for your collection!

FISHING SHACK

Level 1	Allows small Draenor fish to be caught in garrison waters and provides access to daily Fishing quests.
Level 2	Allows medium Draenor fish to be caught in garrison waters.
Level 3	Allows enormous Draenor fish to be caught in garrison waters. Also grants you a chance to catch a unique fish that can be used to lure mysterious creatures onto the shore.

HERB GARDEN

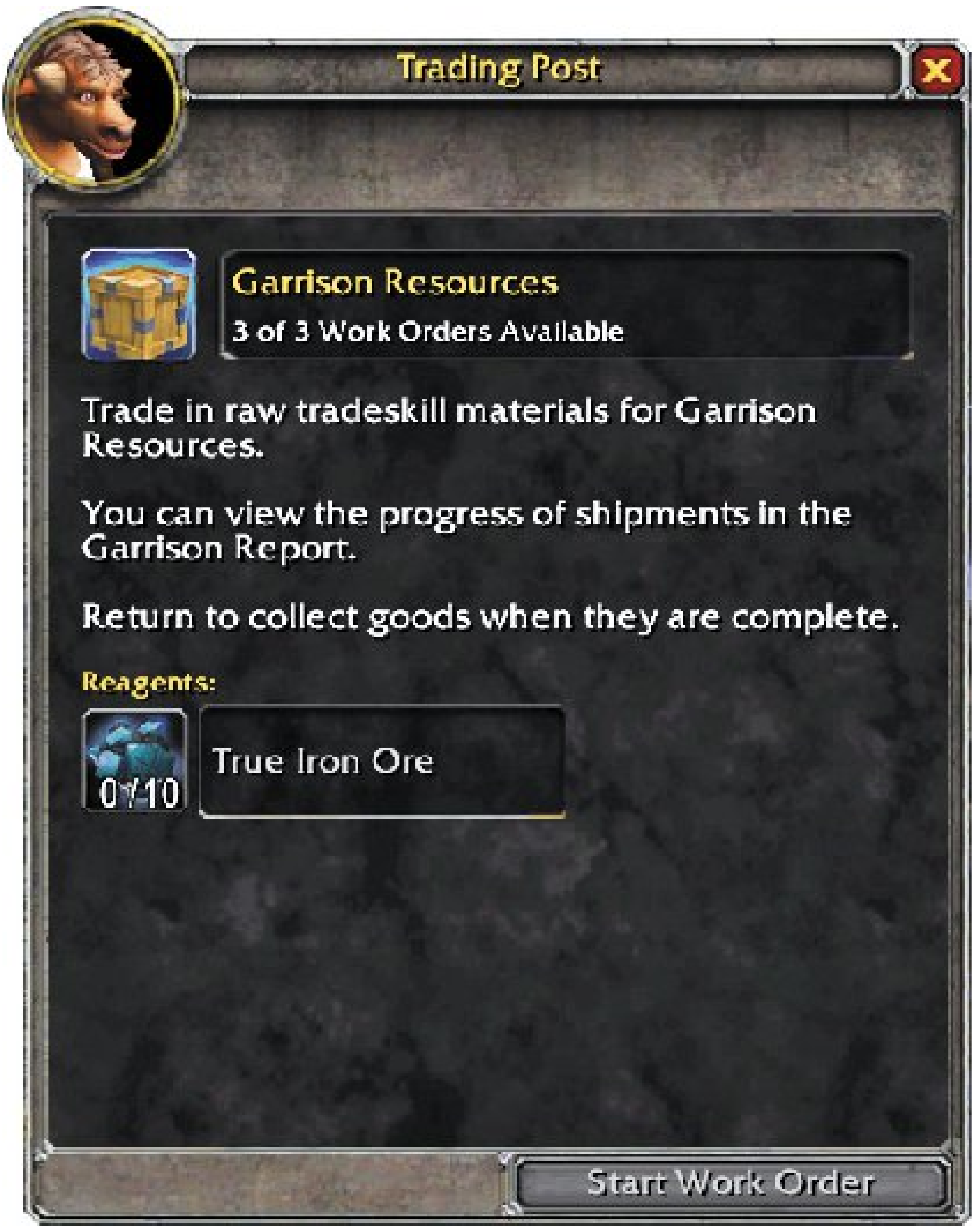
Level 1	Grows Draenic Seeds into herbs each day and herbalism nodes are available in the garden.
Level 2	Allows followers with the Herbalism trait to work here, granting a unique bonus. Also increases the amount of herbs that can be harvested at the garden and allows up to 3 work orders at one time.
Level 3	Grow a unique Draenor fruit tree in your garden that grants food buffs. Also allows up to 5 work orders at one time.

LUNARFALL EXCAVATION/FROSTWALL MINES

Level 1	Allows players to mine Draenic Stone from mineral nodes in Draenor. Draenic Stone can be converted to work orders for Draenor minerals.
Level 2	Allows followers with the Mining trait to work here, granting a unique bonus. Also opens a new mineshaft, granting access to additional mining nodes and allows up to 3 work orders at one time.
Level 3	A final mineshaft allows access to rich mining nodes. In addition, garrison guards will patrol your mine, keeping it clear of hostile goren. Also allows up to 5 work orders at one time.

MENAGERIE

Level 1	Attracts elite pets you can battle for rewards. Also lets 5 of your battle pets hang out in your garrison.
Level 2	Increases your trap chance and reduces the cooldown of Revive Battle Pets while in Draenor. Up to 10 of your pets can now hang out in your garrison.
Level 3	Unlocks a pet battle daily with unique pet rewards.



Garrison Resources

3 of 3 Work Orders Available

Trade in raw tradeskill materials for Garrison Resources.

You can view the progress of shipments in the Garrison Report.

Return to collect goods when they are complete.

Reagents:

0/10 True Iron Ore

A Work Order is essentially an assigned job given to a building, which returns valuable materials to you. Each building asks for its own unique requirement for placing a Work Order. For example, the Herb Garden requires Draenic Seeds to place a Work Order, while the Lumber Mill requires Timber. What materials you get back from individual buildings also varies; the Herb Garden will give you various herbs commonly found in Draenor in exchange for your Draenic Seeds, while the Lumber Mill will give you Garrison Resources in exchange for all that Timber.

What you do with all those materials you receive from Work Orders is entirely up to you. You can use the materials to craft items for yourself; you can sell those materials on the Auction House if you'd like. Either way, you're generating useful items that will benefit the way you play, whether it be armor, potions, herbs, ore, or simply gold in exchange for it all.

PRODUCTION INCREASE

The Storehouse will increase the number of Work Orders all of your buildings can create!

To create a Work Order, simply speak to the appropriate NPC in your Garrison Building, and hand over the materials they require. Once your Work Order is filled, it will appear as a crate you can loot. The amount of Work Orders you can place at a time depends on the level of your buildings. The higher the level, the more Work Orders you can process!

WORLD OF WARCRAFT
WARLORDS of DRAENOR

GARRISONS
Followers

Followers are NPCs that you may recruit to join your Garrison. Once recruited, you can send them on missions, which will help improve your Garrison, or earn valuable loot for your character. In addition, followers can be assigned tasks to complete, like crafting or gathering resources, or assigned to buildings within your Garrison.

Followers have a character level, just like you. Sending Followers on missions will reward them with XP, and they'll continue to level all the way to 100. At level 100, your followers are given a set of item level 600 armor and weapons, to better prepare them for more difficult missions against tough, elite enemies, or even raid missions.

Followers come in three different qualities.

Uncommon followers have a green border around their portrait in the followers menu, and have one ability and trait.

Rare followers have a blue portrait, and gain one additional, random ability and trait.

Epic quality followers have a purple portrait, and come with two random abilities, and three random traits.

You can keep up to 20 followers total on duty and performing various tasks. You may continue to recruit followers over the 20 follower limit, but you can only keep 20 on active duty at a time. Any followers over the limit will need to be dismissed before you can assign anyone else to tasks. Inactive followers will remain on your roster, however. They don't go away for good. If you'd like to return an inactive follower to active duty, you may do so once per day, at a cost of 250g.

BEYOND LEVEL 100

Along with abilities and traits, the quality level of your follower is randomly determined when they begin to follow you. But just because a follower starts out as Uncommon quality doesn't mean they are going to stay that way forever! After hitting level 100, your followers can continue to gain XP, which will eventually upgrade them to Rare, then Epic quality.

GAINING FOLLOWERS

You can gain followers for your Garrison in a variety of different ways.

Questing/Vignettes: You'll often find that completing quests around the world will reward you with a loyal follower. Sometimes these quests won't be obvious—occasionally, just helping out an NPC that appears to be in distress will be enough to persuade them to follow you.

Exploration: Some followers can only be found or acquired through special circumstances. Keep your eyes peeled while you're out in the world of Draenor. Sometimes even random items on the ground will lead you on a wild chase that will ultimately result in another follower for your Garrison.

Reputation: Several followers can be recruited once you have reached an appropriate reputation level with certain Draenor factions. Keep in mind that certain reputations take certain Garrison buildings to unlock.

The Inn: Unlocking level 2 of your Garrison's Inn will also unlock another method of obtaining followers. Unlike other recruitment methods, with the Inn you will be able to choose which follower Abilities or Traits you are looking for. You will then be presented with a choice between a few different followers. You can recruit a follower in this fashion once a week.

ABILITIES AND TRAITS

Each follower has two unique types of characteristics. Abilities are combat-themed abilities that counter specific threats from enemies found on missions. Matching up your follower's abilities to properly counter threats will increase your chances of a successful mission. Traits are bonuses that buff or otherwise increase the success rate of a mission. Typically, this involves being better at fighting in a certain type of zone, against a certain type of enemy, working on a mission with a certain type of ally at their side, or even working within a specific time frame.

These Abilities and Traits are usually randomly assigned to a follower once that follower is recruited. However, the Inn building will allow you to recruit a new follower once a week that has Abilities or Traits of your choosing, allowing you to round out your roster of followers. In addition, sometimes you will encounter certain items that will allow you to re-determine a follower's Abilities and Traits. These items are very rare, however.

Follower Abilities

Follower Class	Follower Ability	Counters
Death Knight	Anti-Magic Shell	Magic Debuff
	Bone Shield	Massive Strike
	Dark Command	Wild Aggression
	Death and Decay	Minion Swarms
	Empower Rune Weapon	Timed Battle
	Mind Freeze	Powerful Spell
Druid	Barkskin	Massive Strike
	Berserk	Timed Battle
	Celestial Alignment	Timed Battle
	Dash	Danger Zones
	Entangling Roots	Deadly Minions
	Growl	Wild Aggression
	Hurricane	Minion Swarms
	Innervate	Timed Battle
	Nature's Cure	Magic Debuff
	Wild Growth	Group Damage
Hunter	Counter Shot	Powerful Spell
	Deterrence	Massive Strike
	Disengage	Danger Zones
	Feign Death	Wild Aggression
	Freezing Trap	Deadly Minions
	Multi-Shot	Minion Swarms
	Rapid Fire	Timed Battle
Mage	Blink	Danger Zones
	Blizzard	Minion Swarms
	Conjure Food	Timed Battle
	Counterspell	Powerful Spell
	Ice Block	Massive Strike
	Polymorph	Deadly Minions
	Time Warp	Timed Battle
Monk	Chi Wave	Group Damage
	Detox	Magic Debuff
	Energizing Brew	Timed Battle
	Guard	Massive Strike
	Mana Tea	Timed Battle
	Paralysis	Deadly Minions
	Provoke	Wild Aggression
	Roll	Danger Zones
	Spear Hand Strike	Powerful Spell
Paladin	Avenging Wrath	Timed Battle
	Cleanse	Magic Debuff
	Divine Plea	Timed Battle
	Divine Shield	Massive Strike
	Divine Storm	Minion Swarms
	Holy Radiance	Group Damage
	Rebuke	Powerful Spell
	Reckoning	Wild Aggression
	Repentance	Deadly Minions
Priest	Dispel Magic	Magic Debuff
	Dominate Mind	Deadly Minions
	Leap of Faith	Danger Zones
	Mind Sear	Minion Swarms
	Power Infusion	Timed Battle
	Prayer of Healing	Group Damage
	Shadowfiend	Timed Battle
Rogue	Evasion	Massive Strike
	Fan of Knives	Minion Swarms
	Kick	Powerful Spell
	Marked for Death	Timed Battle
	Sap	Deadly Minions
	Sprint	Danger Zones
Shaman	Ascendance	Timed Battle
	Chain Heal	Group Damage
	Chain Lightning	Minion Swarms
	Ghost Wolf	Danger Zones
	Hex	Deadly Minions
	Purify Spirit	Magic Debuff
	Water Shield	Timed Battle
	Wind Shear	Powerful Spell
Warlock	Drain Life	Group Damage
	Fear	Deadly Minions
	Metamorphosis	Danger Zones
	Rain of Fire	Minion Swarms
	Singe Magic	Magic Debuff
	Spell Lock	Powerful Spell
	Summon Infernal	Timed Battle
	Unending Resolve	Massive Strike
Warrior	Cleave	Minion Swarms
	Heroic Leap	Danger Zones
	Pummel	Powerful Spell
	Recklessness	Timed Battle
	Shield Wall	Massive Strike
	Taunt	Wild Aggression

Mission Threats

Danger Zones	An ability that affects a target area and must be avoided or escaped.
Deadly Minions	An enemy with powerful allies that should be neutralized.
Group Damage	An ability that deals damage to multiple party members.
Magic Debuff	A dangerous harmful effect that should be dispelled.
Massive Strike	An ability that deals massive damage.
Minion Swarms	An enemy with many allies. Susceptible to area-of-effect damage.
Powerful Spell	A dangerous spell that should be interrupted.
Timed Battle	An enemy that must be dealt with quickly.
Wild Aggression	An unpredictable enemy whose aggression should be controlled.

ALLIANCE AND HORDE RARE FOLLOWERS

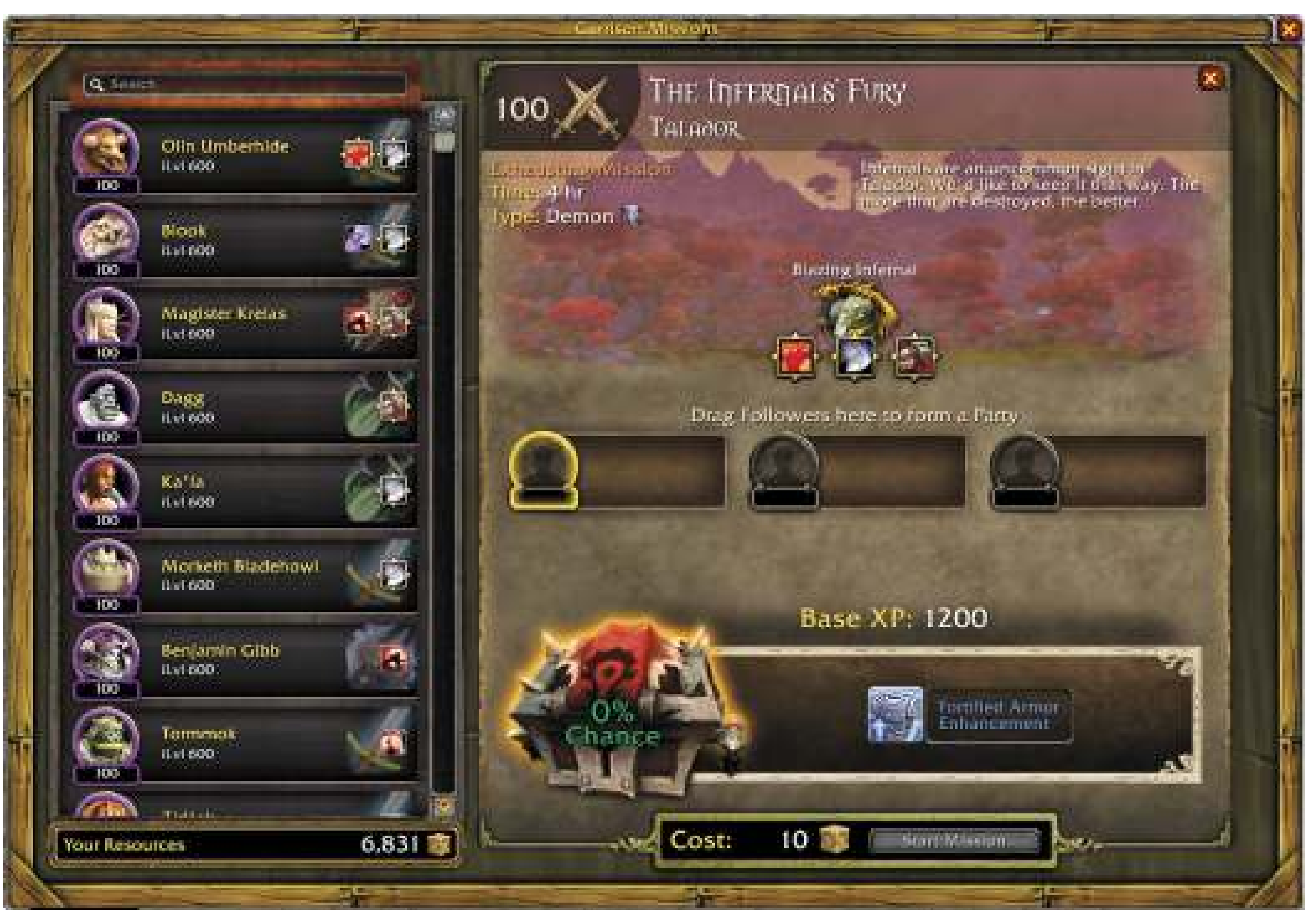
Although all followers can eventually level up to rare and even epic quality once they've reached level 100, some followers are rare when they are found. Consult the following tables for unique rare followers for both Alliance and Horde. The class and specialization of these followers help directly determine which specific threats found on various Missions they will be best suited to countering.

Alliance Rare Followers

Follower Name	Follower Class	Follower Specialization
Aerik Matthews	Warlock	Demonology
Ailsa Thundersong	Shaman	Elemental
Alasdair Whitepeak	Priest	Holy
Anaeli	Hunter	Survival
Antone Sula	Rogue	Assassination
Arebia Wintercall	Death Knight	Frost
Audra Stoneshield	Warrior	Protection
Bastiana Moran	Hunter	Marksmanship
Bren'rethor Swiftquiver	Hunter	Marksmanship
Bridgette Hicks	Warrior	Arms
Caelvana Duskwalker	Rogue	Assassination
Caleb Weber	Warlock	Affliction
Ciarra Neil	Priest	Discipline
Conall Rainsinger	Shaman	Restoration
Danaeris Amberstar	Mage	Fire
Defender Illona	Paladin	Protection
Delma Ironsafe	Paladin	Protection
Delvar Ironfist	Death Knight	Blood
Ebba Stormfist	Shaman	Enhancement
Ellington Moonheart	Druid	Balance
Eunna Young	Warrior	Fury
Fasani	Priest	Shadow
Fen Cinderpaw	Mage	Fire
Filmore Patricks	Death Knight	Blood
Fingall Flamehammer	Shaman	Enhancement
Haagios	Paladin	Holy
Halsteth Ravenwood	Warrior	Protection
Hereward Stonecleave	Paladin	Protection
Herrathos Starstaff	Priest	Discipline
Hestiah Ravenwood	Druid	Feral
Ilyanna Talongrasp	Hunter	Beast Master
Isabella Jean	Warlock	Destruction
Jephet Nighthowler	Rogue	Combat
Kirandros Galeheart	Druid	Guardian
Kymba Quickwidget	Rogue	Subtlety
Lee Olesky	Hunter	Beast Master
Leonard Schrick	Hunter	Survival
Leorajh	Shaman	Restoration
Linda Meier	Priest	Holy
Lleanya Mourningsong	Death Knight	Unholy
Lorcan Flintedge	Rogue	Subtlety
Lukain Chillborne	Death Knight	Frost
Master Tengbai	Monk	Mistweaver
Mia Linn	Warlock	Affliction
Mina Kunis	Monk	Brewmaster
Mizzy Bobble	Warlock	Demonology
Mysandra Swiftarc	Mage	Arcane
Nat Pagle	Hunter	Survival
Navea the Purifier	Shaman	Restoration
Neve Axeblow	Paladin	Retribution
Niall Frostdrift	Mage	Frost
Noah Munck	Paladin	Holy
Orrindis Raindrinker	Monk	Brewmaster
Permelia	Druid	Restoration
Phylarch the Evergreen	Druid	Restoration
Raevyn Sorrowblade	Death Knight	Blood
Ranni Flagdabble	Warlock	Destruction
Reina Morningchill	Mage	Frost
Rorin Rivershade	Priest	Shadow
Sprynt Starkflange	Monk	Windwalker
Stormsinger Taalos	Shaman	Elemental
Syverandin Yewshade	Druid	Balance
Talonpriest Ishaal	Priest	Shadow
Tell'machrim Stormvigil	Warrior	Fury
Tessa Wybroff	Mage	Arcane
Thaal'kos Thundersong	Druid	Restoration
Thurman Belva	Monk	Mistweaver
Tormmok	Warrior	Arms
Tylee Hackspring	Monk	Windwalker
Ultan Blackgorge	Death Knight	Unholy
Ursila Hudsen	Druid	Guardian
Verroak Greenheart	Druid	Feral
Voraatios the Benedictive	Paladin	Retribution
Yumanis Oakengrip	Warrior	Arms
Zelena Moonbreak	Rogue	Combat

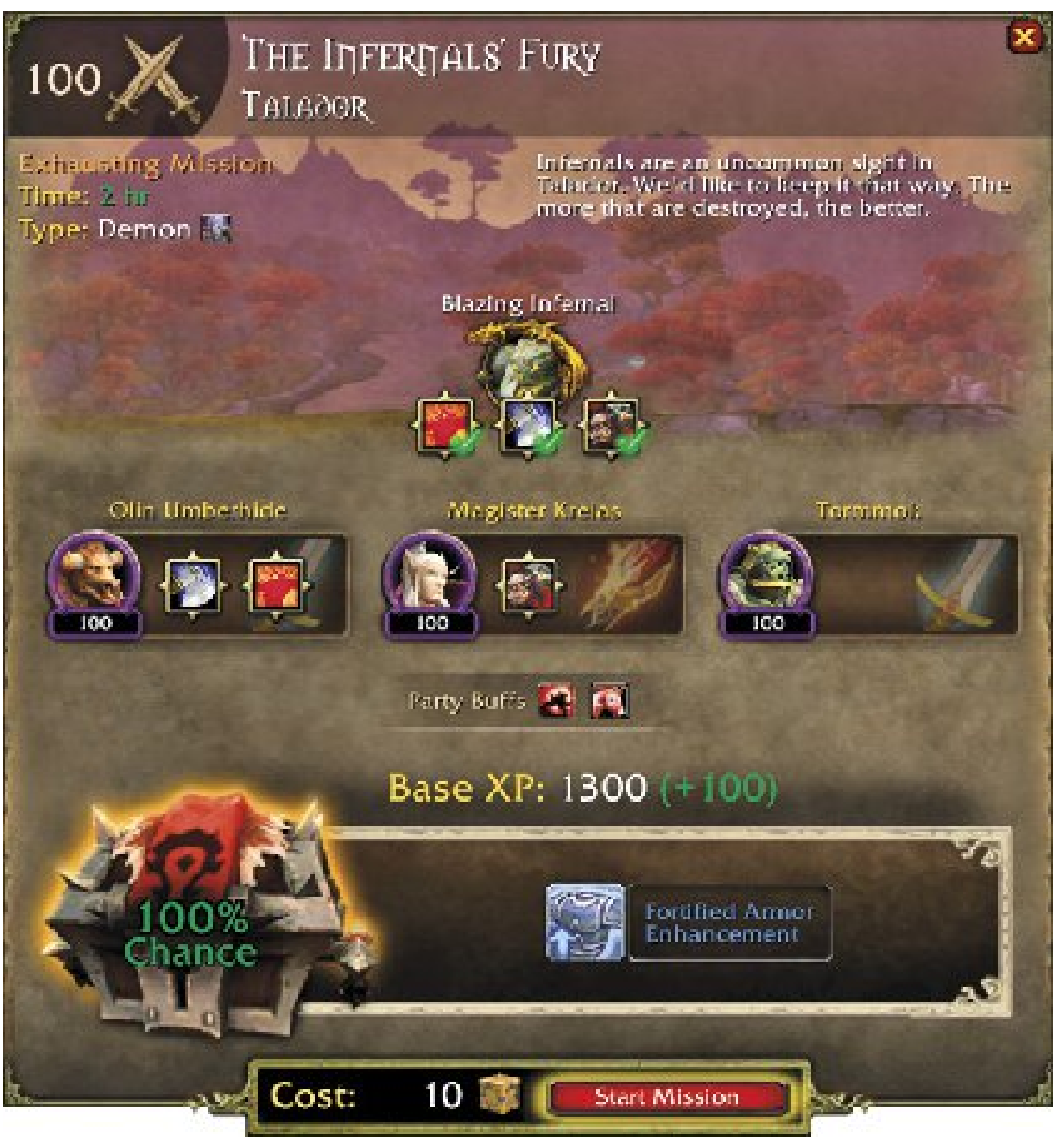
Horde Rare Followers

Follower Name	Follower Class	Follower Specialization
Aeda Brightdawn	Warlock	Demonology
Ahaxxa	Priest	Discipline
Aila Dourblade	Rogue	Subtlety
Arcanist Druk'rog	Mage	Arcane
Arga Demonbreak	Warlock	Affliction
Argonis Solheart	Paladin	Retribution
Arienne Black	Priest	Discipline
Auriel Brightsong	Paladin	Holy
Coggeye Aimbot	Hunter	Marksmanship
Deena Feltalker	Warlock	Demonology
Deneezo Hailstrike	Death Knight	Frost
Faala	Paladin	Protection
Favra Bearhide	Monk	Mistweaver
Gakkiz Blusterblast	Mage	Frost
Glaiveweaver Xuan	Warrior	Protection
Guardian Atohi	Druid	Guardian
Hande Shadereaver	Priest	Shadow
Hannya	Paladin	Retribution
Haumeja	Druid	Guardian
Iye	Druid	Restoration
Ja'kala	Druid	Restoration
Kaama Arrowspring	Hunter	Survival
Kaasa Blighthoof	Death Knight	Unholy
Kana'tin	Monk	Windwalker
Karga Quickshot	Hunter	Beast Master
Karn Steelhoof	Warrior	Protection
Kenzi Solo	Priest	Shadow
Kilga Mourningsong	Death Knight	Blood
Killix Zombroski	Warlock	Demonology
Kral'girz	Mage	Arcane
Kwahu Fiendtamer	Hunter	Beast Master
Leorajh	Shaman	Restoration
Lonan	Shaman	Enhancement
Lono'tai	Death Knight	Unholy
Lurst Ragebreak	Warrior	Fury
Maska	Warrior	Arms
Matoclaw	Druid	Balance
Mau'iti	Warlock	Destruction
Motina	Warrior	Arms
Nadia Darksun	Warlock	Destruction
Nat Pagle	Hunter	Survival
Nor'gruk Rotskull	Warlock	Affliction
Nuan Skydream	Monk	Windwalker
Omril Keenedge	Rogue	Assassination
Orin Grimblade	Death Knight	Blood
Pele'zol	Mage	Fire
Phylarch the Evergreen	Druid	Restoration
Pinkee Rizzo	Rogue	Combat
Priscilla Shadowsun	Priest	Holy
Qwilla Bloodedge	Rogue	Assassination
Rangiro	Hunter	Marksmanship
Rizza Brassrokkit	Warrior	Fury
Rongar	Shaman	Restoration
Rumelda Bloodslur	Hunter	Survival
Sahale	Paladin	Holy
Shappa	Shaman	Elemental
Singe Starkblast	Mage	Fire
Skalliz Skullslice	Rogue	Combat
Soozee	Shaman	Enhancement
Taela Shatterborne	Mage	Frost
Tak'moa	Priest	Holy
Talonpriest Ishaal	Priest	Shadow
Tama Skyhoof	Druid	Balance
Tawa	Paladin	Protection
Temanu	Rogue	Subtlety
Toega	Monk	Mistweaver
Tormmok	Warrior	Arms
Torwa Rimeheart	Death Knight	Frost
Unkala Stormgrinder	Shaman	Elemental
Utona Wolfeye	Shaman	Restoration
Vivianne	Mage	Fire
Xen Barleystrike	Monk	Brewmaster
Yu'un Tigersbite	Monk	Brewmaster
Zen'kili	Druid	Feral
Zen'tiki	Druid	Feral


Garrison Missions
Olin Umberhide
Blook
Magister Krelas
Dagg
Ka'la
Morketh Bladehowl
Benjamin Gibb
Tormmok
Your Resources 6,831
100
The Infernals' Fury
Talador
Blazing Infernal
Drag Followers here to form a Party
Base XP: 1200
0% Chance
Fortified Armor Enhancement
Cost: 10
Start Mission

Missions are the main way your followers will gain XP and level. But Missions aren't just for the benefit of your followers. When followers successfully complete Missions, you are rewarded as well, with gold, special items, armor, and more. To begin a Mission, click on the table in your character's Town Hall. This will open the Mission interface, which will not only show you the Missions you have available, but also a full list of your followers as well, on the left-hand side.

Missions vary in complexity. Some Missions will require multiple followers to complete, or have multiple enemies that your followers will face. Missions take time to complete—some as short as 15-30 minutes, and some that take hours to complete. Generally speaking, the longer a Mission takes, the higher its difficulty. There are a few key points you want to pay attention to with Missions.


100
The Infernals' Fury
Talador
Exhausting Mission
Time: 2 hr
Type: Demon
Infernals are an uncommon sight in Talador. We'd like to keep it that way. The more that are destroyed, the better.
Blazing Infernal
Olin Umberhide
Magister Krelas
Tormmok
Party Buffs
Base XP: 1300 (+100)
100% Chance
Fortified Armor Enhancement
Cost: 10
Start Mission

- **Time:** The length of time a mission takes can affect your followers, and can also be affected by your followers. Some followers have Traits that will shorten a Mission's time to completion. Some followers work better under certain time constraints.

- **Mission Type:** Missions are assigned various types. These types could be based around what kind of enemies your followers will be fighting, or what kind of terrain your followers will encounter on their journey. Some followers have Traits that increase their chances of success against different types of Missions.

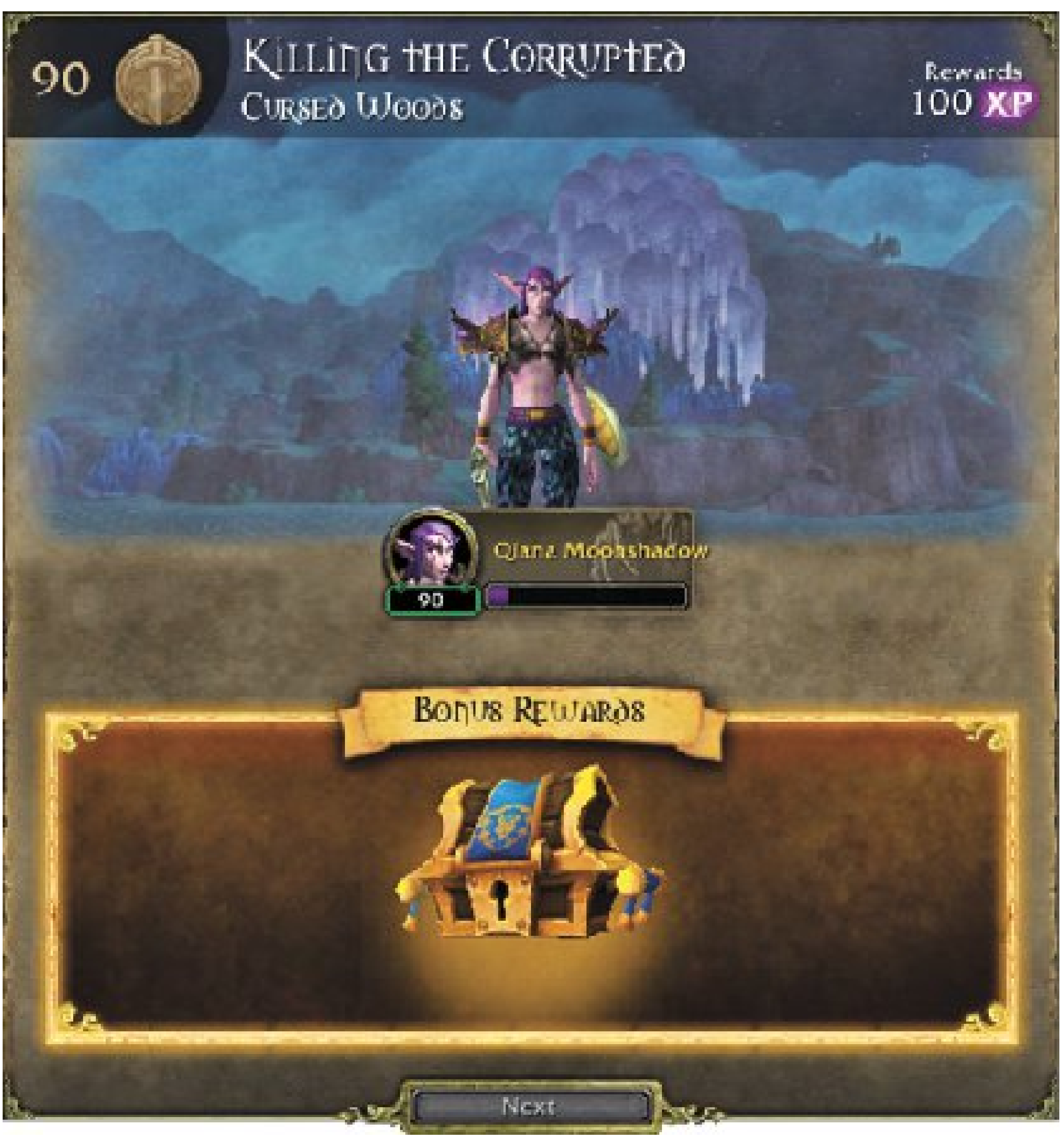
- **Enemies:** Each Mission has its own unique enemy, or sets of enemies. These enemies may have certain abilities that your follower will need to counter. These abilities are clearly indicated by the icon below the enemy's portrait.

- **Companions:** Some followers work better with certain types of followers. For example, a draenei follower might work much better if he is in the company of another draenei. There are even followers who work best when completing a mission on their own, without any companions at all!

To complete your Missions with the best possible chances of success, you'll want to carefully choose who to assign based on these key points. When you open a Mission, you'll see that your follower list automatically has icons next to followers that are suitable for countering specific enemy abilities and mission types.

IN DUE TIME

Missions don't have to be completed immediately. If you don't have enough people to complete a particular Mission, it will simply sit in your list of available Missions. Don't wait forever, though—most Missions clear out of your log approximately once a week if they have not been completed.


90
Killing the Corrupted
Cursed Woods
Rewards
100 XP
Qiana Moonshadow
90
Bonus Rewards
Next

To assign a follower to a Mission, simply click and drag the follower's icon to the blank portrait on the map. Pay attention to the success percentage chance—it should go up when you assign a follower. If the percentage chance isn't raised, you might want to find a follower that is better suited for that particular Mission. Once you've filled out your roster, click Start Mission to send your followers on their way.

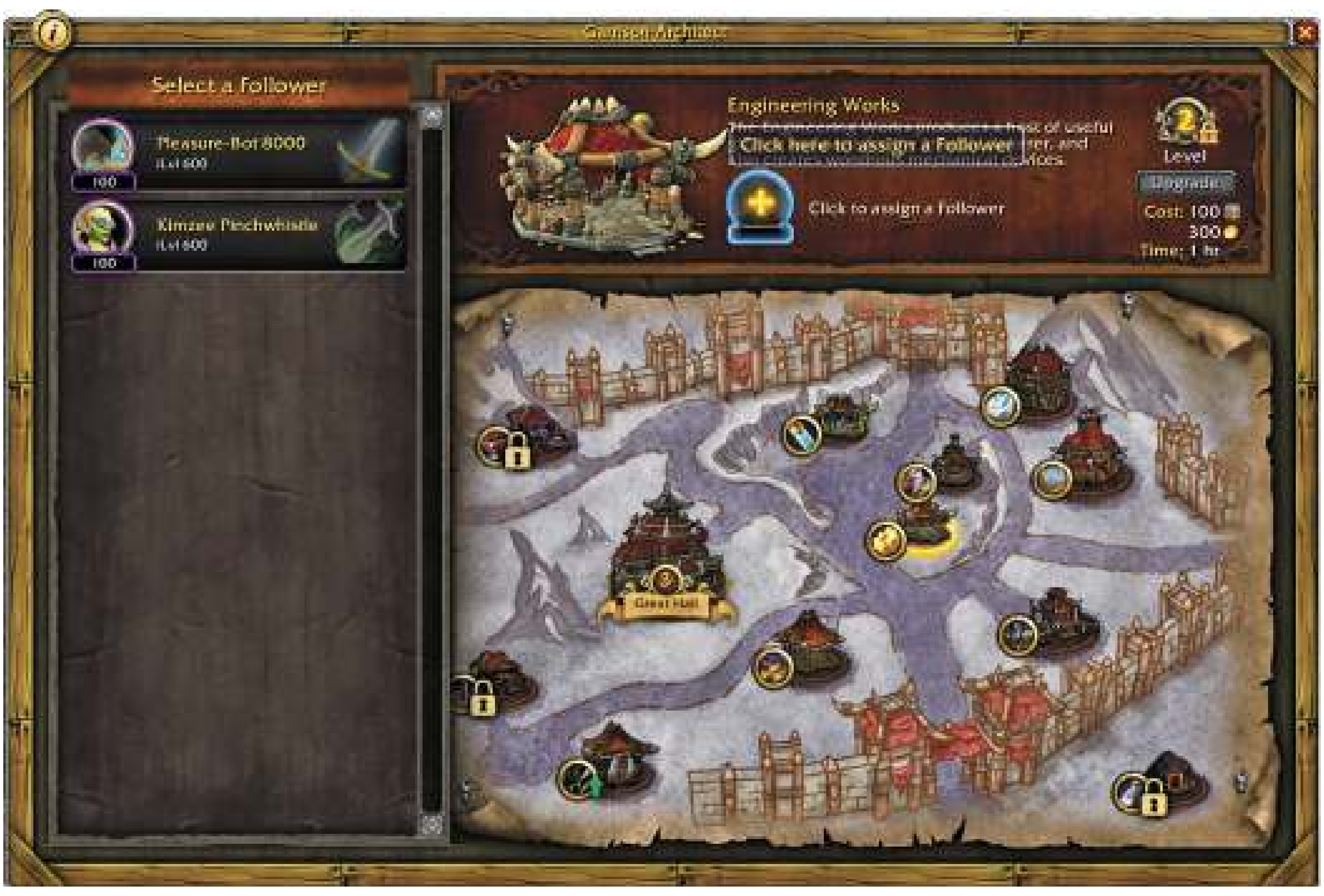
At that point, you simply go about your day doing your own quests, crafting, dungeons, or whatever it is you need to do. Your followers will go and complete their Mission on their own, with no help required. To check on a Mission's status, click on the icon on your minimap to open the Garrison UI. From that pane, you can easily see who is still out on Missions, and who has successfully returned.

Once a Mission has been completed, return to your Town Hall to see if it was successfully completed, what your followers earned, and to claim any rewards they might have brought back with them.

WORLD
WARCRAFT
WARLORDS of DRAENOR

GARRISONS
Assignments

Your followers can do much more than just completing Missions. Followers can be assigned to perform various tasks either at your side, or in your Garrison. These tasks can unlock special rewards and additional abilities for both you and your followers to take advantage of.



BUILDINGS

Some followers are capable of working in various buildings in your Garrison. If you assign a follower to work in a building, they are still considered active in your roster of 20 followers, but they cannot be sent on missions. Note that followers cannot be assigned to buildings until you have upgraded your buildings to level 2. Assigning followers to buildings unlocks additional perks and bonuses for your character.

Alchemy Lab

Followers working in the Alchemy Lab hand out daily quests for extra potions.

Enchanter's Study

Followers working in the Enchanter's Study will let you change the appearance of glows on your weapons. This appearance change is strictly cosmetic; it will not affect your weapon's performance.

Engineering Works

Followers working in the Engineering Works will sell special gadgets and items for your use. You may only carry one of these unique items at a time.

Gem Boutique

Followers working in the gem boutique will offer daily quests that can be completed for additional gold.

Scribe's Quarters

Followers working in the Scribe's Quarters will create forged documents which can be used to gain additional gold.

Tailoring Emporium

Followers working in the Tailoring Emporium will create special Battle Standards you can use while out in the world.

The Forge

Followers working in The Forge will help reduce the durability damage you take when fighting enemies.

The Tannery

Followers working in The Tannery can craft special tents that provide a bonus to stats when used.

Other buildings in your Garrison can also recruit followers, but only special followers that are extremely difficult to obtain. Work on upgrading your buildings and completing Work Orders to discover them!

FOLLOWER UPGRADES

Although you cannot assign a follower to the building, the Salvage Yard offers some interesting perks specifically for your followers. Building the Salvage Yard will allow your followers to occasionally bring back salvage crates from Missions, which contain gold, vendor trash, and even supplies like herbs, ore, or leather.

Once your Salvage Yard is upgraded to level 2, these salvage crates also have a chance to hold armor and weapon enhancements for your followers, allowing you to increase your followers' item level and in turn increase their success rate in certain Missions.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

GARRISONS
Bodyguards

Some followers have a special Bodyguard Trait. This Trait indicates that this follower can be assigned to work at the level 2 Barracks. Once they are assigned to the Barracks, you may recruit them to follow you and assist you as you travel around Draenor. Note that while these Bodyguards will be happy to assist you out in the world, they will not follow you into dungeons or raids.

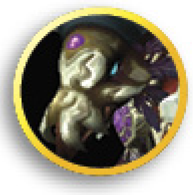
Bodyguards have three individual, unique levels of friendship, similar to the NPCs from Mists of Pandaria's farm system. You can increase your reputation with your Bodyguard simply by killing creatures in your level range. Each of the three levels of reputation offer unique perks specialized to each Bodyguard. There are 7 total Bodyguards you can recruit for your Garrison, but four of these Bodyguards are faction-specific.

Leorajh

A Shaman Healer, Leorajh makes a useful Bodyguard for his healing abilities. At level 2, Leorajh unlocks a buff that will increase your Haste. At level 3, he will allow you to gain access to the Garrison Missions interface from anywhere in the field of battle.

Tormmok

A Warrior, Tormmok starts out with basic abilities, including one that greatly increases burst damage. At level 2, Tormmok will transform into a colossus for 30 seconds, increasing his damage by 50%. At level 3, he will repair your armor and weapons anywhere in the field.



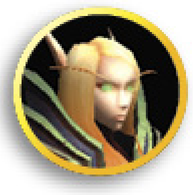
Talonpriest Ishaal

A Shadow Priest, Ishaal will start out with normal ranged casting damage abilities. At level 2, Ishaal will gain an ability that stuns his target and increases the damage it takes. At level 3, Ishaal gains a perk that will grant you access to your mail from anywhere in the field.

HORDE BODYGUARDS

Vivianne

A Mage, Vivianne will start out casting basic Mage abilities. At level 2, she gains an ability that calls down a meteor to burn her enemies. At level 3, Vivianne will create a portal to your Garrison from anywhere in the world.



Aeda Brightdawn

A Warlock, Aeda starts out with Demonology Warlock abilities. At level 2, Aeda learns to summon an infernal, stunning all targets in the area. At level 3, she will summon a party or raid member to your location anywhere in the field.

ALLIANCE BODYGUARDS

Delvar

A Death Knight, Delvar starts out with basic Death Knight abilities like Death and Decay. At Level 2, he gains an ability that deals damage to enemies in front of him. At Level 3, Delvar will create a portal to your Garrison from anywhere in the world.

Defender Illona

A Paladin, Illona will start out with Protection Paladin abilities. At level 2, she will summon a Guardian of Ancient Kings to reduce the damage you take. At Level 3, she will summon a party or raid member to your location anywhere in the field.

While level 2 abilities are automatically unlocked when you increase your reputation with your Bodyguard, level 3 abilities are a little different. When you reach level 3 reputation, your Bodyguard will give you a quest to complete. Successfully completing the quest unlocks the ability.

Bodyguards cannot be randomly obtained. All Bodyguards are found either through quests, or from exploring and discovery. As with any other assigned follower, Bodyguards cannot be sent on Missions while they are working in the Barracks. But the perks they offer make them far more valuable fighting at your side than out in the field with other followers.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

GARRISONS

Quests and Content

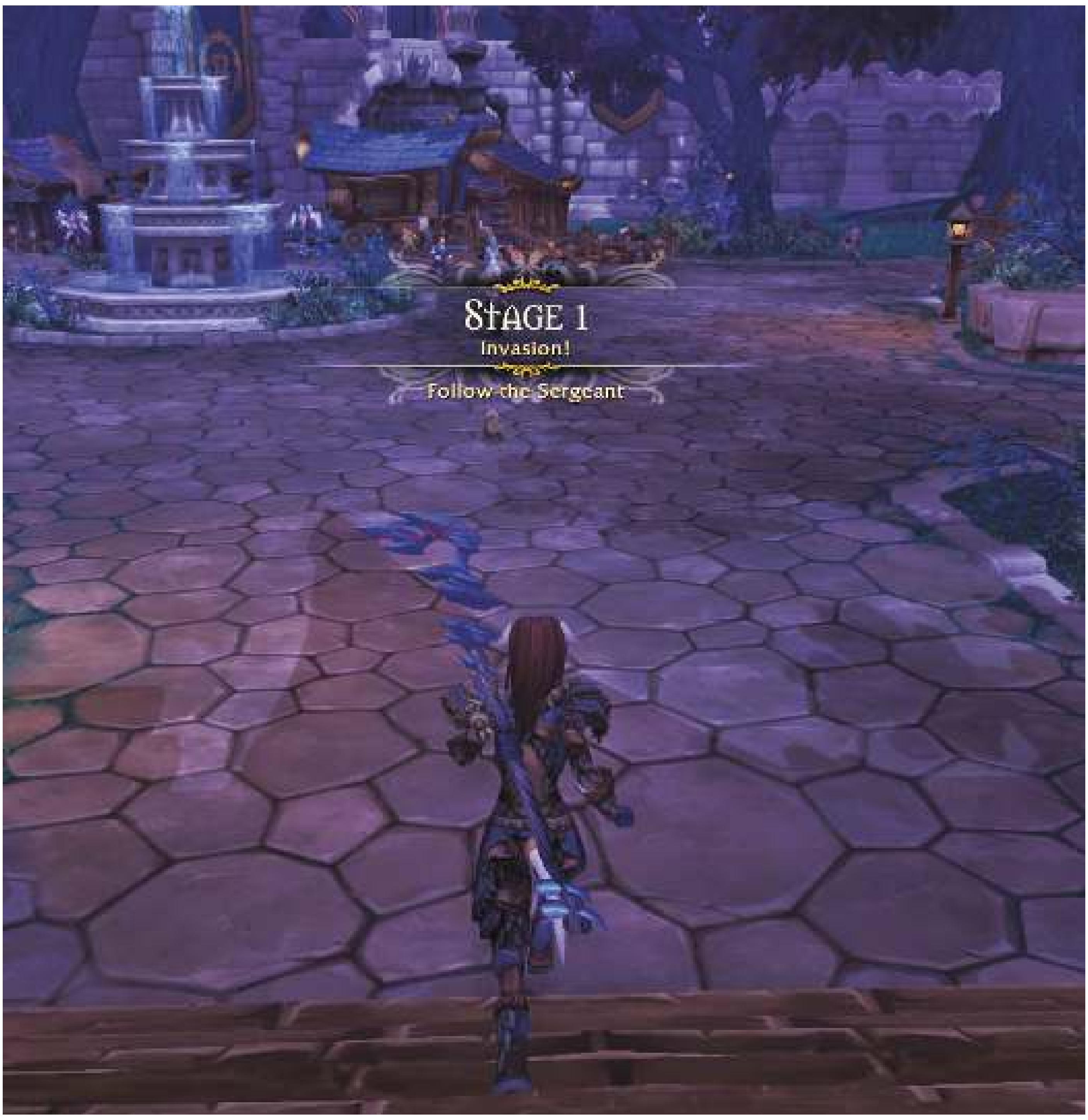
In addition to constructing buildings, collecting followers, placing Work Orders, and collecting materials, your Garrison is also an ever-evolving hub of quests and content for you to complete. As you level, your Garrison levels and changes right alongside you. If you are ever stuck on where to go, you can usually find a quest or two in your Garrison pointing out some places to go next on your journey in Draenor.

Each Garrison building has its own set of quests as well, and the quests can change depending on how many Work Orders you've completed, whether or not you have a follower assigned to the building, or even what level the building happens to be. Some buildings even have visitors that show up to offer random quests for dungeons, or other areas around the world.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

Invasions

Your Garrison is your stronghold in Draenor, and powerful enemies have officially taken notice. As you level your Garrison, your followers, your buildings, and yourself, the rest of Draenor is watching and waiting for a moment of opportunity. Invasions are exactly what you'd assume—enemy forces attacking your Garrison in an attempt to tear it down. An Invasion plays out sort of like a scenario, in that you have several phases to complete, usually with a fairly tough boss encounter if you successfully complete all the phases.

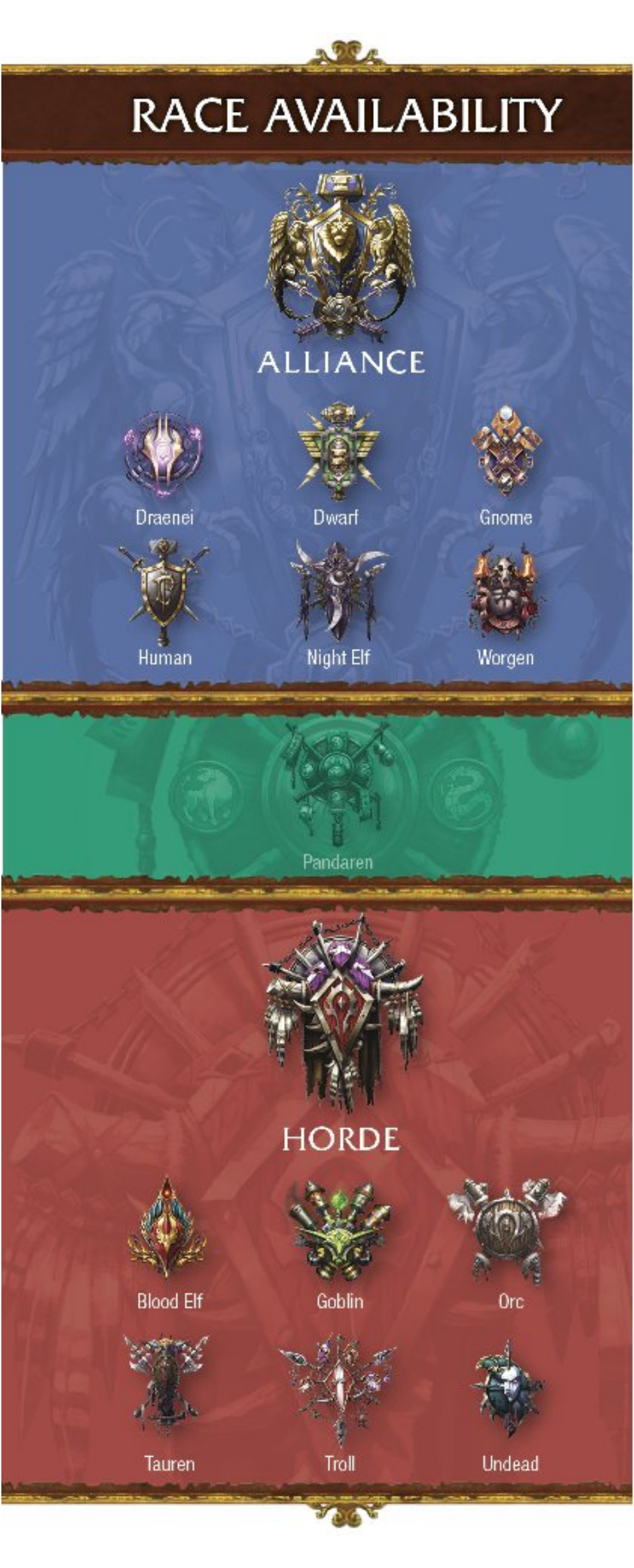


You won't be alone while you're fighting off enemies. Your followers and Garrison guards will leap to defend your Garrison with you. After all, the Garrison is their home too! Successfully completing an Invasion offers special rewards. Failing to fend off an Invasion may end up in damaged buildings or injured followers and guards. Before accepting an Invasion event, you'll want to make sure all your followers are present and accounted for, and leveled up appropriately.

Invasions also include bonus objectives, usually involving saving NPCs in your Garrison by escorting them to a point of safety. Completing an Invasion results in a rating being assigned based on your level of success. The three ratings are Bronze, Silver, and Gold. You can earn special Achievements depending on how well you do.

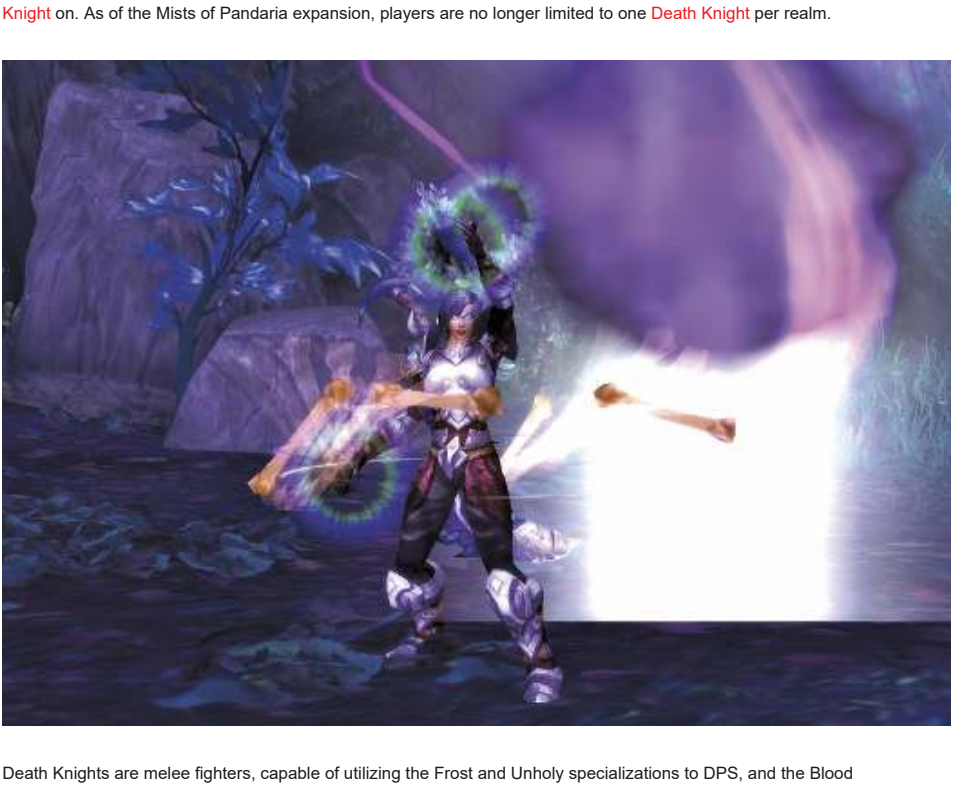
PLAYING WITH FRIENDS

Your Garrison may be a stronghold that you've personally tailored for your own use, but it doesn't mean that you have to be alone. Any friends you invite to a group can visit your Garrison, talk to your followers, use any vendors or portals you have created, and even help you fend off Invasions. You, in turn, can visit their Garrison and do the same, earning cool Achievements in the process!



DEATH KNIGHT

Introduced in the Wrath of the Lich King expansion, the Death Knight is World of Warcraft's first (and currently, only) Hero Class. These shadowy, immortal soldiers are former slaves of the Lich King, and fight with emblazoned Runeblades. They utilize a combination of melee strikes and dark magic to empower their abilities, also holding dominion over various undead creatures to do their bidding. Where most other classes would begin at level 1, a Death Knight begins at level 55 and must complete a unique starting experience that no other class has access to. Beginning at a high level means that in order to unlock a Death Knight, a player must have at least one other level 55 character on the account that they wish to play a Death Knight on. As of the Mists of Pandaria expansion, players are no longer limited to one Death Knight per realm.



Death Knights are melee fighters, capable of utilizing the Frost and Unholy specializations to DPS, and the Blood specialization to tank.

BOOSTING TO 90

One of the perks of being a Death Knight is their ability to emblazon their weapons with powerful Runeforges. Runeforges are unique, and completely replace traditional weapon enchants for Death Knights.

Unlike most classes, Death Knights have trainers in only one location: The Ebon Hold (located in the Eastern Plaguelands). In order to reset specializations and enchant their weapons with Runeforges, Death Knights must visit this citadel. This is made easier by the Death Gate spell, which directly teleports the Death Knight to the Ebon Hold.

With the exception of Pandaren, any member of a race may become a Death Knight. With Warlords of Draenor, the rebalancing of different racial bonuses and updates to various character models leaves the choice of race largely up to the aesthetic or thematic preferences of the player.

Because they already begin at a higher level, playing a Death Knight assumes familiarity with basic mechanics of the game. Before boosting your Death Knight to 90, it is strongly recommended that you familiarize yourself with the fundamentals of their resource system and spec design. Fortunately, the starting experience is an excellent opportunity for this!

The Rune system is a resource structure unique to Death Knights. No other class in the game can be said to have a system that is similar or, arguably, more engaging. Mastery of the Rune system is a core component of learning how to play a Death Knight.

CLASS ABILITIES AND RESOURCES

RUNES

Runes are a resource split into three types: Blood, Frost, and Unholy. A Death Knight's Rune Bar consists of one pair of each—that is, two Blood, two Frost, and two Unholy Runes.

Different Death Knight abilities cost different types of Runes. Scourge Strike, for example, costs one Unholy Rune. Death Strike costs an Unholy and Frost Rune pair. When an ability that costs Runes is used, those Runes go on cooldown, and cannot be utilized again until they have finished recharging.

Runes of the same type refresh sequentially. This means that if, for example, both Blood Runes are recharging, then the actual recharge period for the second Blood Rune does not begin until the first one has finished recharging.

On the other hand, Runes of different types may refresh concurrently. Thus, if an ability utilizes both a Frost and Unholy Rune, both Runes should begin recharging immediately, assuming the other Rune type in their pair is not currently recharging. The base recharge time for a Rune is 10 seconds, though certain talents and the Haste stat can decrease this time.

Additionally, some abilities and talents in the game can cause Blood/Frost/Unholy Runes to return as Death Runes. Death Runes can take on the functionality of any type of Rune (meaning they can be used in place of any Blood/Frost/Unholy Rune), and thus act as a measure of versatility in otherwise strict situations for abilities with rune costs.

RUNIC POWER

Utilizing Runes generates a secondary resource known as Runic Power. Like Runes, certain abilities can cost Runic Power. This can range from damaging abilities such as Death Coil or Frost Strike, to more situational abilities such as Dark Simulacrum. Several "free" Death Knight abilities can be glyphed to have shorter cooldowns, but with an added Runic Power cost. Runic Power caps at a maximum of 100.

The most important thing to understand about Runic Power is that how it interacts with the level 60 (i.e. Rune Regeneration) talents. Spending Runic Power gives two of these talents (Runic Corruption and Runic Empowerment) a 1.5% chance to proc per point of Runic Power spent, and causes Blood Tap to generate 1 Blood Charge for every 15 Runic Power spent. These talents then go on to further generate Runes themselves.

Put together, Runes and Runic Power create a feedback loop: Spending one will generate the other, and thus a Death Knight will ideally be constantly spending resources without allowing either to cap.

PRESENCES

Similar to the Stance system of the Warrior class, Presences are mutually exclusive auras that the Death Knight is able to shift into. Each Presence corresponds to the name and theme of a Death Knight specialization, though they are all usable by all specializations.

In general though, a Death Knight will want to utilize the presence that corresponds to their specialization. Thus, Frost Death Knights will want to remain in Frost Presence most of the time, while Unholy Death Knights will utilize Unholy Presence. There can be brief situations where a Death Knight may wish to switch presences, but doing so will usually consume all stored Runic Power and provide a much lower performance gain (i.e. less damage for DPS and much less survivability for Tanks) than the intended Presence.

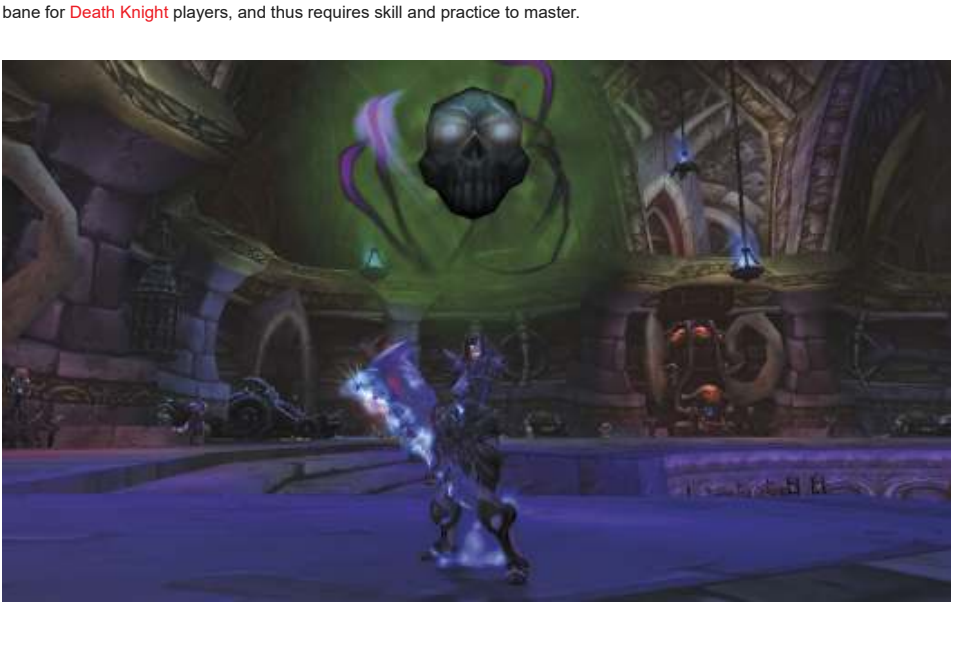
SOUL REAPER

Unique for both its effect as well as its iconic nature, Soul Reaper is the Death Knight Execute. While most shared abilities between different Death Knight specializations retain the same cost, Soul Reaper's cost changes according to the spec that uses it—Blood Rune for Blood Death Knights, Unholy Rune for Unholy Death Knights, and so forth.

Additionally, where most Execute type abilities only become usable when a target is at 20% or lower health, Soul Reaper differs in two aspects:

- Its physical "strike" component can be utilized at any health percentage for the target.
- Its shadow "detonation" component only occurs when the target that has been afflicted with Soul Reaper is at 35% (45% for Unholy DK) or lower health, 5 seconds after the physical strike.

Because of this, Soul Reaper is not a "fire and forget" type button. Its delayed Execute type effect can act as both a boon and bane for Death Knight players, and thus requires skill and practice to master.



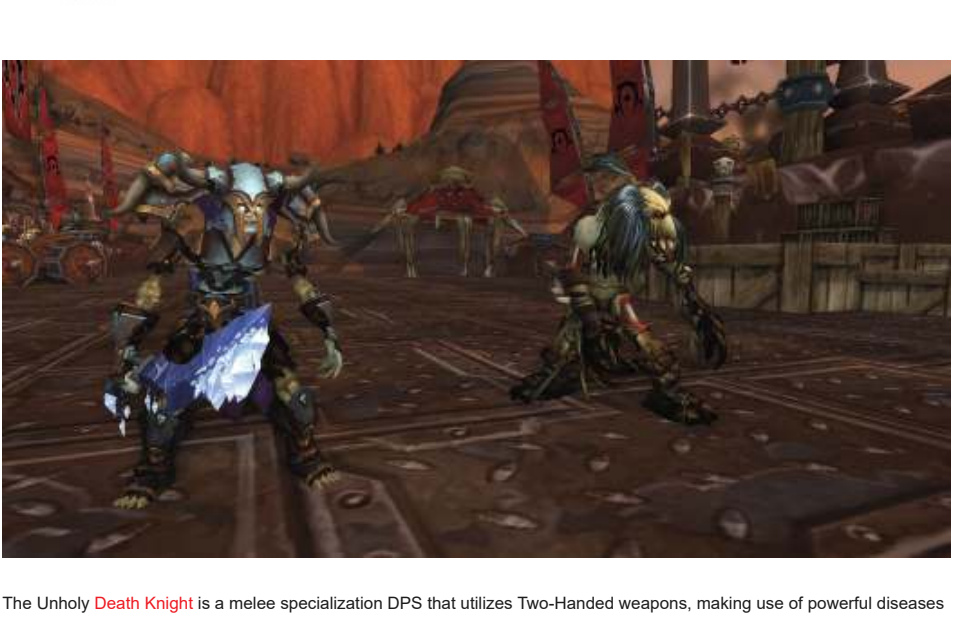
NON-SPECIALIZATION ABILITIES

Name	Level	icon	Description
Parry	1*		Gives a chance to parry enemy melee attacks.
Blood Boil	55		Deals Shadow damage to all enemies within 10 yards, and spreads your existing diseases from your target to all other enemies hit.
Death Coil	55		Fires a blast of unholy energy at the target, causing Shadow damage to an enemy or healing an Undead ally.
Death Gate	55		Opens a gate, which the Death Knight can use to return to Ebon Hold.Using a Death Gate while in Ebon Hold will return the Death Knight back to near their departure point.
Death Grip	55		Harnesses the energy that surrounds and binds all matter, drawing the target toward the Death Knight and forcing the enemy to attack the Death Knight for 3 sec.
Frost Presence	55		Strengthens you with the presence of Frost, increasing Runic Power generation by 20%, and reducing the duration of effects that remove control of your character by 20%.Activating a new Presence will cancel this one and consume any stored Runic Power.
Icy Touch	55		Chills the target for Frost damage and infects them with Frost Fever.Frost Fever is a disease that deals Frost damage every 3 sec for 30 sec.
Plague Strike	55		A vicious strike that deals Physical damage and infects the target with Blood Plague.Blood Plague is a disease that deals Shadow damage every 3 sec for 30 sec.
Runeforging	55		Allows the Death Knight to emblazon their weapon with Runes.
Death Strike	56		Focuses dark power into a strike that deals Physical damage and heals you based on Attack Power.
Blood Presence	57		You assume the presence of Blood, increasing Stamina, base armor and reducing damage taken. Threat generation is significantly increased.Activating a new Presence will cancel this one and consume any stored Runic Power.
Mind Freeze	57		Smash the target's mind with cold, interrupting spellcasting and preventing any spell in that school from being cast for 4 sec.
Chains of Ice	58		Shackles the target with frozen chains, reducing movement speed by 60% for 8 seconds, and infecting the target with Frost Fever.
Strangulate	58		Shadowy tendrils constrict an enemy's throat, silencing them for 5 seconds.
Death and Decay	60		Corrupts the ground targeted by the Death Knight, causing Shadow damage over 10 sec to targets within the area.
On a Pale Horse	61		You become as hard to stop as death itself. The duration of movement-slowing effects used against you is reduced by 30%, and your mounted speed is increased by 20%.
Icebound Fortitude	62		The Death Knight freezes their blood to become immune to Stun effects and reduce all damage taken by 20% for 8 seconds.
Unholy Presence	64		You are infused with Unholy Fury, increasing haste by 10%, and movement speed by 15%.Activating a new Presence will cancel this one and consume any stored Runic Power.
Horn of Winter	65		The Death Knight blows the Horn of Winter, increasing attack power of all party and raid members within 100 yards by 10% for 1 hour.
Path of Frost	66		Activates a freezing aura for 10 min that creates ice beneath your feet, allowing party or raid members within 50 yards to walk on water. Useable while mounted, but being attacked or damaged will cancel the effect.
Anti-Magic Shell	68		Surrounds the Death Knight in an Anti-Magic Shell for 5 sec, absorbing 75% of all magical damage and preventing application of harmful magical effects. Damage absorbed generates Runic Power.
Control Undead	69		Dominates the target undead creature, forcing it to do your bidding. While controlled, the undead minion's haste is reduced by 30%.Lasts up to 5 min.
Raise Ally	72		Pours dark energy into a dead target, reuniting spirit and body to allow the target to reenter battle with 60% health and 20% mana.
Death Heal	75		This is a passive ability that acts as a single button for all of your Level 75 talents. It allows you to switch between these talents without needing to rebind each ability every time you switch.
Empower Rune Weapon	76		Empower your rune weapon, immediately activating all your runes and generating 25 Runic Power.
Army of the Dead	80		Summons a legion of Ghouls over 4 sec who will fight for the Death Knight for 40 sec, swarming the area, taunting and fighting anything they can.
Outbreak	81		Instantly applies Blood Plague and Frost Fever to the target enemy.Blood Plague is a disease that deals Shadow damage every 3 sec for 30 sec.Frost Fever is a disease that deals Frost damage every 3 sec for 30 sec.
Dark Simulacrum	85		Places a dark ward on an enemy that persists for 8 sec, triggering when the enemy next spends mana on a spell, *and allowing* the Death Knight to unleash an exact duplicate of that spell. Against nonplayers, only absorbs some harmful spells.
Grip of Death	90		This is a passive ability that acts as a single button for all of your Level 90 talents. It allows you to switch between these talents without needing to rebind each ability every time you switch.

TALENTS

Talent	icon	Description	Notes
Level 56 Tier (Diseases)			
Plaguebearer		Death Coil and Frost Strike also infect your target, adding 4 seconds to the duration of Blood Plague and Frost Fever, and adding an addition stack to Necrotic Plague.	This talent essentially reduces how often you will either need to reapply Blood Plague or Frost Fever, or improves how quickly Necrotic Plague will ramp up in its stacks (making it deal slightly more overall damage). Decent for sustained DPS, and a recommended starter talent as it is fully passive.
Plague Leech		Consumes your Blood Plague and Frost Fever on the target to activate two random fully depleted Runes as Death Runes.	In Warlords of Draenor, many strikes no longer depend on the presence of diseases to deal full damage to their target. This makes Plague Leech the strongest option in terms of raw output and on-demand burst in this talent tier. This is countered by the need to plan its use carefully, as you also want to get diseases back up on the targets quickly.
Unholy Blight		Surrounds the Death Knight with a vile swarm of unholy insects for 10 sec, stinging all enemies within 10 yards, infecting them with Blood Plague and Frost Fever.	An AoE disease applier on a 90 second cooldown; Unholy Blight can work very well when paired with Necrotic Plague. Even when not talented into Necrotic Plague, it can be an excellent intermediate talent to take if a player is ready for something more engaging than Plaguebearer.
Level 57 Tier (Survival)			
Purgatory		An unholy pact that prevents death when you sustain fatal damage, instead absorbing incoming healing equal to the amount of damage prevented, lasting 3 sec.If any healing absorption remains when this effect expires, you will die. This effect may only occur every 3 min.	A strong talent in situations where you're frequently threatened with death. Purgatory will kill you if it is not healed out of, so be prepared to either use your self-healing abilities or have a nearby healer ready to immediately outheal the absorb placed by the debuff. Remember that this effect can only take place once every 3 minutes.
Anti-Magi Zone		Places an Anti-Magic Zone for 3 sec that reduces spell damage taken by party or raid members by 20%.	A powerful raid cooldown, Anti-Magic Zone can reduce large parts of damage taken by raid or party members when used strategically. Because it only lasts 3 seconds, it must be timed to coincide with heavy pulses or busts of magical damage, and is also best used when as many people as possible benefit from it.
Lichborne		Draw upon unholy energy to increase Leech, and make you immune to Charm, Fear, and Sleep for 10 sec.	In Warlords of Draenor, Lichborne now grants the Death Knight Leech when activated. Leech is a tertiary stat that converts a percentage of all damage done into healing. This makes Lichborne an excellent talent to use during periods when you require healing and want to help your healers out. The immunity to various Crowd Control effects that it grants can also be useful on a fight-by-fight basis.
Level 58 Tier (Movement)			
Death's Advance		You passively move 10% faster, and movement-impairing effects may not reduce you below 70% of normal movement speed.When activated, you gain 30% movement speed and may not be slowed below 100% of normal movement speed for 6 seconds.	A lovely talent for Death Knights! Death's Advance has both an active and passive component, and provides bonuses in an area Death Knight traditionally lack in: Movement Speed. This is a very versatile talent that has equally good use in both PvP and PvE.
Chilblains		Victims of your Frost Fever are Chilled, reducing movement speed by 50% for 10 sec, and victims of your Chains of Ice are immobilized for 3 sec.	A strong talent for any situation that calls for kiting, or for slowing enemies. Remember that the actual duration of the slow is shorter than the duration of Frost Fever, and thus it must be refreshed by new applications of Frost Fever. The instant root granted by Chains of Ice can prove to also be very powerful in PvP situations.
Asphyxiate		Lifts an enemy target off the ground and crushes their throat with dark energy, stunning them for 5 sec. Functions as a silence if the target is immune to stuns.Replaces Strangulate.	This ability is an improved version of Strangulate. Because it now contains a stun component, it is equally useful against both melee and caster mobs. In arenas, it can prove invaluable against single targets, while burning down their team members.
Level 60 Tier (Rune Regeneration)			
Blood Tap		Every 15 Runic Power you spend will generate a Blood Charge. Max 12 charges.Blood Tap consumes 5 Blood Charges to activate a random fully-depleted rune as a Death Rune.	This is the most "active" of the Rune Regeneration talents. Blood Tap is an actual ability that mandates consistently monitoring Blood Charges and knowing when to use them. To balance this, it also offers the best control and consistency out of any of the Rune Regeneration talents, and also generates Death Runes.
Runic Empowerment		When you spend Runic Power, you have a 1.50% chance per Runic Power spent to activate a random fully-depleted rune.	A more passive form of Rune Regeneration, Runic Empowerment has the highest theoretical rate of Rune Return. Because it is more passive compared to Blood Tap, it will replenish any type of Rune instead of generating Death Runes.
Runic Corruption		When you spend Runic Power, you have a 1.50% chance per Runic Power spent to increase your rune regeneration rate by 100% for 3 seconds.	The most passive form of Rune Regeneration by far, Runic Corruption simply speeds up existing Rune Regeneration when it procs. It is highly recommended for beginners to the class, as it requires the least amount of attention and also disrupts play flow the least.
Level 75 Tier (Self Healing)			
Death Pact		Heals the Death Knight for 50% of their maximum health, and absorbs incoming healing equal to 25% of your maximum health for 15 seconds.	An incredible burst heal, Death Pact can save lives in clutch situations, especially when paired with a talent like Purgatory. The debuff it applies will need to be healed out of before you can benefit from further healing, but it more than earns its value for the size of the heal it delivers.
Conversion		Converts Runic Power to health, restoring 2% of maximum health per 1 second. Lasts until canceled or Runic Power is exhausted.	This ability lasts until cancelled, which means that it must be monitored. Each time it ticks, it consumes Runic Power according to varying costs that are determined by what specialization the Death Knight is in at the time. Good for consistent healing in arena-type situations. Note that the Runic Power spent can and will trigger Rune Regeneration.
Death Siphon		Deals Shadowfrost damage to an enemy, healing the Death Knight for a percentage of damage dealt.	As a ranged attack, Death Siphon offers strong potential for Death Knights that take it. The Death Rune cost means that it isn't as easily useable as some of its counterparts, but this is understandable for a ranged attack that both deals damage and heals.
Level 90 Tier (Control)			
Desecrated Ground		Corrupts the ground in an 8-yard radius beneath the Death Knight for 10 seconds. While standing in this corruption, the Death Knight is immune to roots, snares, and effects that cause loss of control. This ability instantly removes such effects when activated.	A CC breaker, Desecrated Ground is incredible for any form of PvP. In PvE, it also has niche uses on encounters where stuns, disorient effects, and slows might otherwise hamper your ability to attack the target.
Remorseless Winter		Surrounds the Death Knight with a swirling tempest of frigid air for 8 sec, chilling enemies within 8 yards every 1 second. Each pulse reduces targets' movement speed by 15% for 3 seconds, stacking up to 5 times. Upon receiving a fifth application, an enemy will be stunned for 6 seconds.	An AoE stun, Remorseless Winter can change the tide of otherwise hopeless battles, especially as targets stunned by it can continue to be damaged with impunity for the duration of the stun. On the flipside, it also has a fairly lengthy ramp up. Note that any mob immune to the slow component of Remorseless Winter will NOT be stunned.
Gorefiend's Grasp		Shadowy tendrils coil around all enemies within 20 yards of a target (hostile or friendly), pulling them to the target's location.	One of the most unique and powerful cooldowns in the game. Gorefiend's Grasp allows for instant repositioning of multiple hostile targets according to the Death Knight's preference. This can be invaluable for multiple forms of PvE, and is something no other class can bring. The ability only affects 4 players at a time in PvP, but is still quite potent.
Level 100 Tier (Damage)			
Breath of Sindragosa		Continuously deals Shadowfrost damage every second to enemies in a cone in front of you within 12 yards, and affects them with Mark of Sindragosa for 6 seconds. You will continue breathing until canceled or Runic Power is exhausted. Mark of Sindragosa causes you to be healed for 10% of spell damage dealt by afflicted enemies.	The "cooldown" of this tier, Breath of Sindragosa adds a new ability rather than replacing an existing one. It deals high burst damage upfront, but is difficult to maintain with its steep Runic Power cost. It is thus ideally utilized after pooling up Runic Power and faced with multiple enemies. Remember that the cone shape means it must be aimed!
Defile		Defiles the ground targeted by the Death Knight. Every 1 second, if there are any enemies standing in the Defile, it deals Shadowfrost damage to them, and grows in radius and damage by 2.5%. Enemies standing in your Defile deal 10% less damage to you. Replaces Death and Decay.	A direct replacement for Death and Decay. Defile is a semi-rotational ability, as making the most use out of it will mean using it off cooldown. It is best aligned with AoE packs as well, of course. The growth effect of the ability can be quite useful if your targets are spread out.
Necrotic Plague		A powerful disease that deals Shadowfrost damage per stack every 2 sec for 30 seconds. Each time it deals damage, it gains 1 stack, and infects another nearby enemy within 8 yards if possible. You gain 2 Runic Power whenever a target infected with Necrotic Plague attempts to attack you. Replaces Blood Plague and Frost Fever, and is applied by any ability which applied either. This effect cannot be refreshed; it gains 1 stack instead.	Necrotic Plague directly replaces both Blood Plague and Frost Fever, but deals enough damage over the course of its duration to be a gain over the loss of both. Its jump effect is only active if targets are within 30 yards of the Death Knight, but it can also be spread with Pestilence like Blood Plague or Frost Fever. Despite seeming to be the most passive of the Level 100 talents, it has the potential to dramatically affect rotations for specs that take it, and is very powerful for sustained damage.

UNHOLY



The Unholy Death Knight is a melee specialization DPS that utilizes Two-Handed weapons, making use of powerful diseases and undead minions as part of their arsenal. Unholy Death Knights are the only Death Knight specialization capable of maintaining a permanent pet, in the form of the ghoul. They are also capable of further empowering the ghoul with shadow magic, and summoning Gargoyle minions to bombard enemies with bursts of Plague damage.

MASTERY: DREADBLADE
Increases all Shadow damage dealt by the Death Knight by a percentage determined by the amount of Mastery they possess.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Ebon Plaguebringer	10*		Increases the damage your diseases deal by 60% and causes your Plague Strike to also apply Frost Fever.
Reaping	10*		Whenever you hit with Festering or Icy Touch, the Runes spent will become Death Runes when they activate. Death Runes count as a Blood, Frost, or Unholy Rune.
Raise Dead	56		Raises a ghoul to fight by your side. You can have a maximum of one ghoul at a time.
Scourge Strike	58		An unholy strike that deals Physical and Shadow damage.
Shadow Infusion	60		Your successful Death Coils empower your active Ghoul, increasing its damage dealt by 10% for 30 sec. Stacks up to 5 times.
Unholy Aura	60		Increases the haste of all party and raid members within 100 yards by 5%, and their Versatility by 3%.
Festering Strike	62		Deals Physical damage and increases the duration of your Blood Plague, Frost Fever, and Chains of Ice effects on the target by up to 6 sec. Requires Melee Weapon.
Sudden Doom	64		Unholy Presence grants your main-hand autoattacks a chance to make your next Death Coil cost no Runic Power.
Dark Transformation	70		Consume 5 charges of Shadow Infusion on your Ghoul to transform it into a powerful undead monstrosity for 30 sec. The Ghoul's abilities are empowered and take on new functions while the transformation is active.
Summon Gargoyle	74		A Gargoyle flies into the area and bombards the target for 40 sec.
Mastery: Dreadblade	80		Increases all Shadow damage done by 20%.
Soul Reaper	87		Strikes an enemy for Physical damage and afflicts the target with Soul Reaper. After 5 sec, if the target is below 35% health, *this effect will deal additional Shadowfrost* damage. If the enemy dies before this effect triggers, the Death Knight gains 50% haste for 5 sec.
Necrosis	90		You gain 5% more of the Multistrike stat from all sources.Your Scourge Strike, Festering Strike, Plague Strike, Soul Reaper, and Pestilence multistrikes deal additional Shadow damage.

DRAENOR PERKS

Draenor Perks are a special type of bonus unlocked for players over the course of leveling from 90-100. They vary according to specialization, and usually add some improvement or enhancement to existing spec mechanics. Different specs will unlock different perks in a random order (meaning that two players leveling with the same specialization could attain different perks at different levels), but by the time a player reaches Level 100 they will have successfully unlocked every perk.

Perk	Description
Empowered Gargoyle	Increases the duration of Summon Gargoyle by 10 sec.
Enhanced Dark Transformation	Dark Transformation no longer costs any Runes.
Enhanced Fallen Crusader	Rune of the Fallen Crusader heals for an additional amount.
Improved Soul Reaper	Your Soul Reaper ability now deals additional Shadow damage to targets below 45% instead of below 35%.

ROTATION

- Use Outbreak or Plague Strike to apply Blood Plague/Frost Fever.
- Spend Unholy or Death Runes on Scourge Strike if you don't need to refresh diseases.
- Spend Blood and Frost Runes on Festering Strike.
- Use Death Coil whenever you have Runic Power
- Activate Dark Transformation whenever your Death Coil has accumulated 5 charges of Shadow Infusion.
- Use Unholy or Death Runes on Soul Reaper off cooldown whenever a target is below 45% health.
- Use your Gargoyle cooldown on high health targets and tough bosses.

GROUP PLAY

In situations where you face multiple enemies, use Blood Boil to spread diseases and deal damage to enemies. Also use Death and Decay to further damage them.

Your ghoul is both a blessing and a curse in groups—it will attack whatever you tell it to, but can also have a tendency to unwittingly pull patrolling mobs you are trying to bypass.

Remember to make liberal use of Anti-Magic Shell and Icebound Fortitude in any situation where you are taking damage—your healers will thank you for it!

Your Raise Ally ability can resurrect dead allies while in combat. This is invaluable utility that can potentially save your group from wiping, so be sure to use it if needed!

GROUP BUFFS

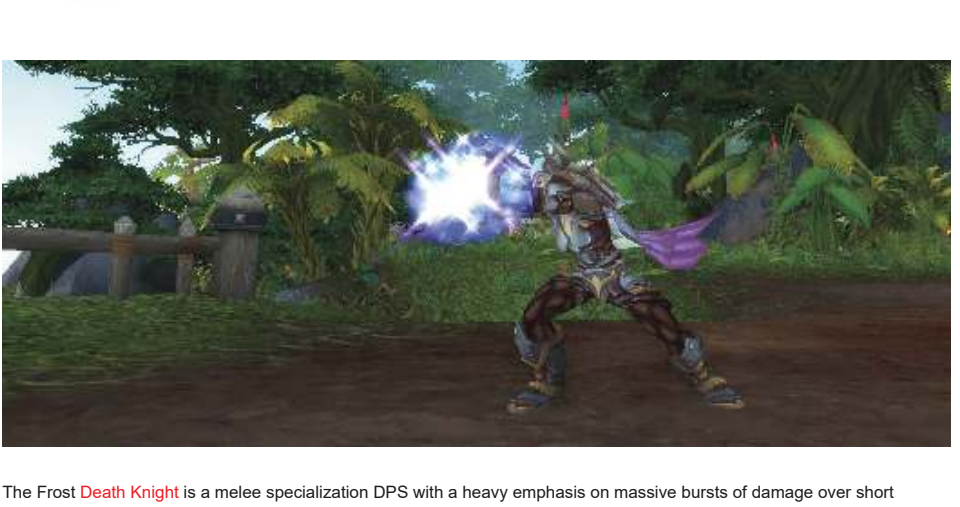
All Death Knights provide the 10% Attack Power buff with Horn of Winter. In Warlords of Draenor, Unholy Aura provides 5% Haste to all group/raid members, and also provides 3% of the Versatility stat to group/raid members.

PREPARING FOR HIGH-END CONTENT

When preparing for raids, make sure that your gems, enchants, and consumables such as potions/food all reflect the stat that you wish to stack the most. For Unholy Death Knights, this stat is Multistrike, followed closely by Mastery. These stats will contribute the most towards your damage, and are what you will seek on pieces of gear as well.

In Warlords of Draenor, accuracy stats such as Hit/Expertise are gone, and so is the ability to gem primary stats such as strength. This makes gearing much simpler in terms of finding items that contribute to your DPS. Remember that even if an item does not have either of these two stats, it can still be an upgrade if it has a higher item level or other useful properties such as extra gem sockets or tertiary stats.

FROST



The Frost Death Knight is a melee specialization DPS with a heavy emphasis on massive bursts of damage over short periods of time. Frost Death Knights rely on rapid weapon strikes and blasts of the icy magic to decimate their foes. They are capable of utilizing both Two-Handed weapons and dual wielding One-Handed weapons. Quite notably, their choice of weapons also influences their playstyle: Two-handed and dual-wielding Frost make use of the same core abilities, but utilize different rotations and gearing methods from one another.

MASTERY: FROZEN HEART
Increases all Frost damage dealt by the Death Knight by a percentage determined by the amount of Mastery they possess.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Dual Wield	1 *		Allows one-hand and off-hand weapons to be equipped in the off-hand.
Blood of the North	55		Permanently transforms your Blood Runes into Death Runes. Death Runes count as a Blood, Frost, or Unholy Rune.
Frost Strike	55		Instantly strike the enemy, causing Frost damage.
Howling Blast	55		Blast the target with a frigid wind, dealing Frost damage to that foe, and a percentage of that damage to all other enemies within 10 yards, infecting all targets with Frost Fever.Frost Fever is a disease that deals Frost damage every 3 sec for 30 sec.
Icy Talons	55		Your attack speed is increased by 20%, your Haste is increased by 10%, and you gain 5% more of the Haste stat from all sources.
Obliterate	58		A brutal attack that deals Physical damage and has a chance to cause your next Howling Blast or Icy Touch to consume no runes.
Unholy Aura	60		Increases the haste of all party and raid members within 100 yards by 5%, and their Versatility by 3%.
Killing Machine	63		Your autoattacks have a chance to guarantee that your next Obliterate or Frost Strike is a critical hit.
Improved Frost Presence	65		While in Frost Presence, your Frost Strike ability costs 15 less Runic Power.
Pillar of Frost	68		The power of Frost increases the Death Knight's Strength, and grants immunity to external movement effects such as knockbacks. Lasts 20 sec.
Might of the Frozen Wastes	74		Wielding a two-handed weapon increases Obliterate damage, and damage dealt by all melee attacks.Dual-wielding increases Frost Strike damage, and causes your weapon damage strikes to also strike with your off-hand.
Mastery: Frozen Heart	80		Increases all Frost damage done by 16%.
Soul Reaper	87		Strikes an enemy for Physical damage and afflicts the target with Soul Reaper. After 5 sec, if the target is below 35% health, this effect will deal additional Shadowfrost damage. If the enemy dies before this effect triggers, the Death Knight gains 50% haste for 5 sec.

DRAENOR PERKS

Draenor Perks are a special type of bonus unlocked for players over the course of leveling from 90-100. They vary according to specialization, and usually add some improvement or enhancement to existing spec mechanics. Different specs will unlock different perks in a random order (meaning that two players leveling with the same specialization could attain different perks at different levels), but by the time a player reaches Level 100 they will have successfully unlocked every perk.

Perk	Description
Empowered Obliterate	Obliterate also increases the damage done by Howling Blast and Icy Touch by 20% when it causes them to cost no Runes.
Empowered Pillar of Frost	Pillar of Frost provides an additional 5% Strength and no longer costs any Runes.
Improved Death Grip	The target of your Death Grip will now automatically have Chains of Ice applied to them.
Improved Runeforges	Rune of Razorice deals an additional 4% weapon damage when it triggers.

ROTATION

Dual Wielding Frost:

- Use Outbreak or apply Blood Plague/Frost Fever. If Outbreak is on cooldown, use Howling Blast to apply Frost Fever and Plague Strike to apply Blood Plague.
- Only use Obliterate if at least one Unholy Rune is consumed by that Obliterate. This means that Frost/Death Runes combos should not be used on Obliterate.
- If casting Obliterate would not consume at least one Unholy Rune, use Howling Blast.
- Use Frost Strike whenever you have Runic Power. As Dual Wielding Frost, you should try and align Killing Machine procs with Frost Strike.
- Obliterate will sometimes cause "Rime" a proc that grants you a free Howling Blast—be sure to use Rime before casting your next Obliterate!
- When fighting enemies, activate Pillar of Frost whenever it is off cooldown.
- Use Frost or Death Runes on Soul Reaper off cooldown whenever a target is below 35% health.

Two-Handed Frost:

- Use Outbreak or apply Blood Plague/Frost Fever. If Outbreak is on cooldown, use Howling Blast to apply Frost Fever and Plague Strike to apply Blood Plague.
- In single-target combat spend all runes on Obliterate. As Two-Handed Frost, you should try and align Killing Machine procs with Obliterate.
- Use Frost Strike whenever you have Runic Power.
- Obliterate will sometimes cause "Rime" a proc that grants you a free Howling Blast—be sure to use Rime before casting your next Obliterate!
- When fighting enemies, activate Pillar of Frost whenever it is off cooldown.
- Use Frost or Death Runes on Soul Reaper off cooldown whenever a target is below 35% health.

GROUP PLAY

In situations where you face multiple enemies, use Frost/Death Runes on Howling Blast to deal damage to them. Also use Unholy Runes on Death and Decay to further damage them.

Remember to make liberal use of Anti-Magic Shell and Icebound Fortitude in any situation where you are taking damage—your healers will thank you for it!

Your Raise Ally ability can resurrect dead allies while in combat. This is invaluable utility that can potentially save your group from wiping, so be sure to use it if needed!

GROUP BUFFS

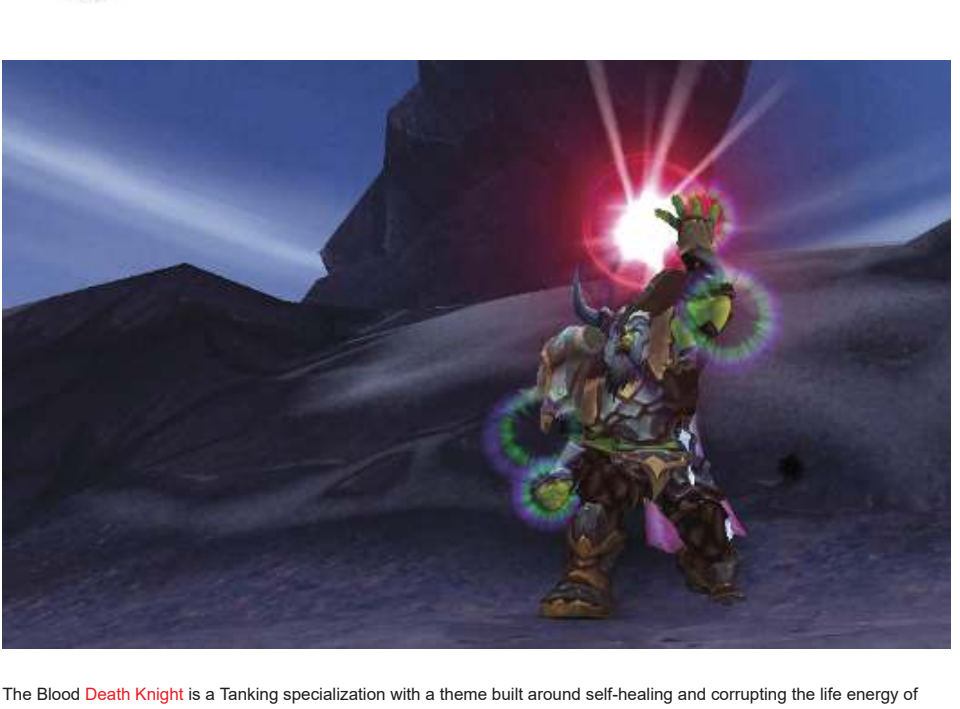
All Death Knights provide the 10% Attack Power buff with Horn of Winter. In Warlords of Draenor, Unholy Aura provides 5% Haste to all group/raid members, and also provides 3% of the Versatility stat to group/raid members.

PREPARING FOR HIGH-END CONTENT

When preparing for raids, make sure that your gems, enchants, and consumables such as potions/food all reflect the stat that you wish to stack the most. For dual-wielding Frost Death Knights, this stat is Mastery, followed closely by Haste. For two-handed Frost Death Knights, this state is Haste, followed closely by Multistrike. These stats will contribute the most towards your damage, and are what you will seek on pieces of gear as well.

In Warlords of Draenor, accuracy stats such as Hit/Expertise are gone, and so is the ability to gem primary stats such as strength. This makes gearing much simpler in terms of finding items that contribute to your DPS. Remember that even if an item does not have either of these two stats, it can still be an upgrade if it has a higher item level or other useful properties such as extra gem sockets or tertiary stats.

BLOOD



The Blood Death Knight is a Tanking specialization with a theme built around self-healing and corrupting the life energy of foes to sustain oneself. Unlike other Plate Tanks, Blood Death Knights eschew the use of shields, and instead utilize two-handed weapons. They possess the largest number of cooldowns out of any Tanking specialization, and focus their mitigation around healing back large amounts of the damage that they take, while weaving in those cooldowns.

MASTERY: BLOOD SHIELD
Causes the Death Knight to generate a physical damage absorption shield for a percentage of the amount that they heal themselves with when using Death Strike. As of Warlords of Draenor, it also contains an offensive component by increasing a percentage of the Death Knight's Attack Power.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Crimson Scourge	10 *		Your successful melee attacks on targets infected with your Blood Plague have a chance to make your next Blood Boil or Death and Decay cost no runes.
Resolve	10 *		Increases your healing and absorption done to yourself, based on stamina and damage taken (before avoidance and mitigation) in the last 10 sec.
Veteran of the Third War	55		Increases your Multistrike chance and Haste. While in combat, you generate 1 Runic Power per second.Increases your chance to dodge by 2%, reduces your chance to be parried by 3%, and increases the damage of Death Strike.
Dark Command	58		Commands the target to attack you, and increases threat that you generate against the target for 3 sec.
Rune Tap	64		Consumes 1 Blood Rune to reduce all damage taken by 40% for 3 sec.
Will of the Necropolis	70		Damage taking you below 30% health will instantly grant you an immediate, free Rune Tap. This effect cannot occur more than once every 30 sec.
Dancing Rune Weapon	74		Summons a second rune weapon that mirrors its master's attacks and bolsters its master's defenses, granting additional parry chance.
Vampiric Blood	76		Increases maximum health by 15% and increases healing received by 15% for 10 sec.
Bone Shield	78		Surrounds you with a barrier of whirling bones with 8 charges that reduces all damage you take by 20%. Each damaging attack consumes a charge. Lasts 5 min or until all charges are consumed.
Mastery: Blood Shield	80		Each time you heal yourself with Death Strike while in Blood Presence, you gain a percentage of the amount healed as a Physical damage absorption shield. Also increases your Attack Power.
Power of the Grave	80		Dark energy emanates from the Death Knight, granting all nearby party and raid members 550 Mastery.
Soul Reaper	87		Strikes an enemy for Physical damage and afflicts the target with Soul Reaper. After 5 sec, if the target is below 35% health, *this effect will deal additional Shadowfrost* damage. If the enemy dies before this effect triggers, the Death Knight gains 50% haste for 5 sec.
Runic Strikes	90		You gain 5% more of the Multistrike stat from all sources and your autoattack multistrikes with a two-handed weapon generate 15 Runic Power.

DRAENOR PERKS

Draenor Perks are a special type of bonus unlocked for players over the course of leveling from 90-100. They vary according to specialization, and usually add some improvement or enhancement to existing spec mechanics. Different specs will unlock different perks in a random order (meaning that two players leveling with the same specialization could attain different perks at different levels), but by the time a player reaches Level 100 they will have successfully unlocked every perk.

Perk	Description
Enhanced Bone Shield	Bone Shield has 2 additional charges.
Enhanced Death Coil	Your Death Coil also grants you Shadow of Death, increasing your maximum health by 3% for 30 sec. When refreshed, the remaining portion is added to the new effect.
Enhanced Death Grip	Reduces the cooldown on Death Grip by 5 seconds.
Enhanced Rune Tap	Reduces the recharge time of Rune Tap by 10 seconds.

ROTATION

- Use Outbreak to apply Blood Plague/Frost Fever. If Outbreak is on cooldown, use Icy Touch to apply Frost Fever and Plague Strike to apply Blood Plague.
- Spend Frost and Unholy Runes on Death Strike to heal yourself and generate Blood Shield.
- Spend Blood Runes on Blood Boil to spread diseases and increase the healing of your next Death Strike. You can also spend Blood Runes on Rune Tap, a powerful ability that will reduce all incoming damage for the next 3 seconds.
- Use Death Coil whenever you have Runic Power. Death Coil will also stack Shadow of Death, which works to increase your maximum health while in combat.
- Use Blood Runes on Soul Reaper off cooldown whenever a target is below 35% health.

GROUP PLAY

In situations where you face multiple enemies, use Blood Boil to spread diseases and deal damage/hold threat on enemies. Also use Death and Decay to further damage them. When it procs, Crimson Scourge will cause your next Death and Decay or Blood Boil to consume no runes when cast, so make sure to use all procs!

Your goal as a Tank is not only to hold maintain threat on all enemies, but also to effectively mitigate as much of their incoming damage as you can. Learn to weave in your various cooldowns when taking damage. For example, use Anti-Magic Shell when taking heavy magical damage, try to maximize Bone Shield uptime, and use Vampiric Blood when you need extra healing.

Your Raise Ally ability can resurrect dead allies while in combat. This is invaluable utility that can potentially save your group from wiping, so be sure to use it if needed!

GROUP BUFFS

All Death Knights provide the 10% Attack Power buff with Horn of Winter. In Warlords of Draenor, Blood Death Knights have been granted a new passive ability that increases the Mastery of all Party/Raid members.

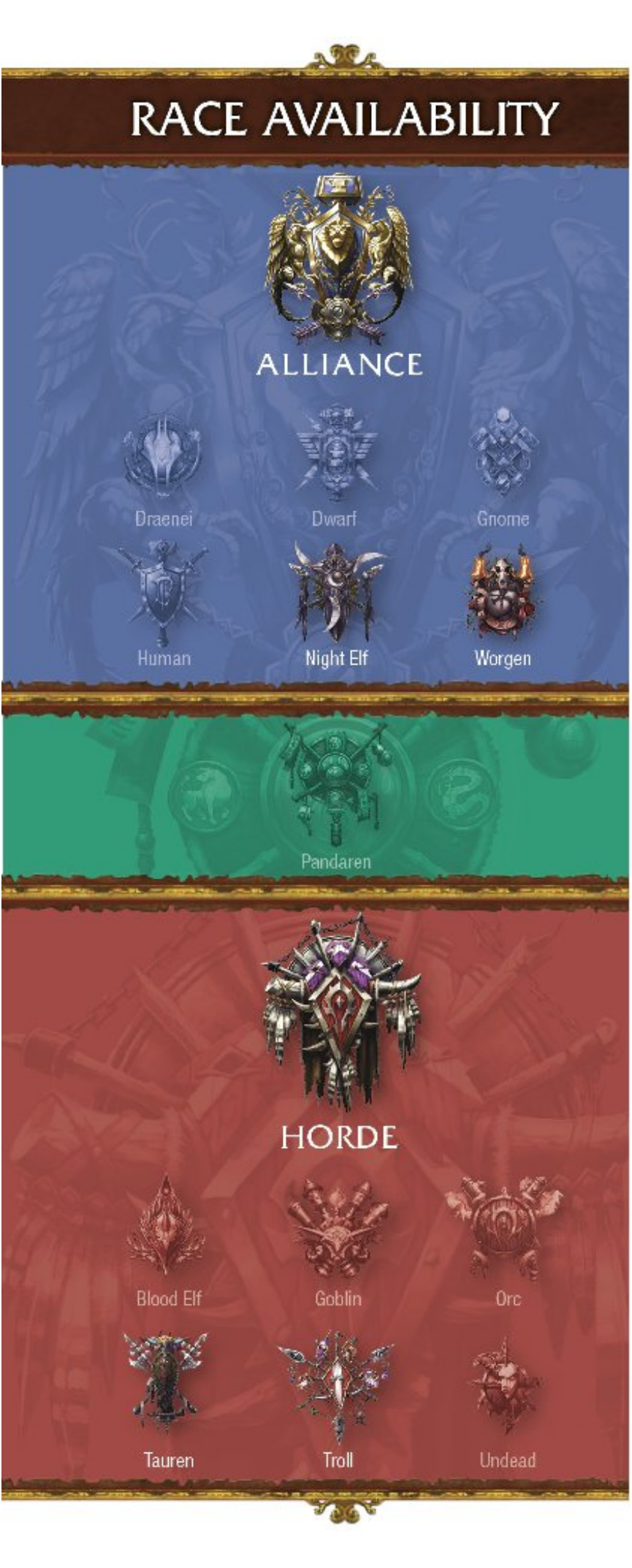
PREPARING FOR HIGH-END CONTENT

When preparing for raids, make sure that your gems, enchants, and consumables such as potions/food all reflect the stat that you wish to stack the most. In Warlords of Draenor, stats such as Haste, Multistrike, and Crit all hold defensive value for Tanks.

Blood Death Knights are attuned to the Multistrike stat, which generates large amounts of resources for them. If a player is comfortable with their current levels of resource generation, they may elect to strengthen their Blood Shields by stacking Mastery, or by increasing their Parry chance by stacking Critical Strike.

It is worth noting that one stat all Tanks should try and stack is Bonus Armor, which only exists on Rings, Necklaces, and Cloaks. This is the only stat that is "Tank only," and a great deal more valuable than any other stats in similar amounts.

In Warlords of Draenor, accuracy stats such as Hit/Expertise are gone, and so is the ability to gem primary stats such as Stamina. This, along with the changes that make all secondary stats contribute to your mitigation, makes gearing much simpler in terms of finding items. Remember that even if an item does not have your preferred stat, it can still be an upgrade if it has a higher item level or other useful properties such as extra gem sockets or tertiary stats.



DRUID

Druids are the epitome of adaptability. Their harmony with nature grants them the ability to shapeshift, allowing them to assume an appropriate animal form for any situation. This flexibility makes the Druid the only class that can play all four group roles, with a unique specialization tree matched to each role. Players preferring the thick of the action can destroy their enemies as one of the great cats, or protect their allies as a gigantic bear. Meanwhile, those that prefer to remain at a distance can blast their enemies with nature and arcane-based spells, or soothe their companions' wounds with powerful healing-over-time (HoT) spells.

BOOSTING TO 90

When starting out, stay with the form and abilities that match your specialization. Feral and Guardian-specialized players have very weak spells, while Balance and Restoration-specialized players can do little in a melee form. Also, be aware that certain spells will remove animal shapeshifts when cast, which can be quickly fatal as a Guardian.

Learn to love instant-cast movement forms. Druids are the only class that can assume full movement speed on the fly, which gives them great maneuverability between fights.

Shapeshifting breaks all movement impairing effects, including both slows and roots. If a quick escape is needed, shift first.

Don't forget about Prowl. All specializations can use this Cat Form ability to enter stealth, which allows one to bypass enemies without being seen. Great for sneaking into (or out of) an area.

Make sure to select your talents. The level 60 and 90 talents are key to unlocking your full potential.

CLASS ABILITIES AND RESOURCES

MANA, RAGE, ENERGY, AND COMBO POINTS

All druids have a Mana pool for casting spells. This is the Restoration Druid's primary resource, and one that must be carefully managed for long fights. Too much usage of strong-but-expensive heals such as Regrowth will quickly exhaust one's resources, as the Mana-restoring ability Innervate has also been removed in Warlords of Draenor. Knowing when to use big heals, when to use little heals, and when to not heal at all is key to becoming an effective Restoration Druid.

Balance Druids use Mana as well, but their primary resource to watch is Balance Energy. This bar represents the Druid's current spell attunement. When the bar is low, Balance Druids will focus on casting Lunar spells; when the bar is high, the focus shifts to Solar. In the past, Balance Druids had much more ability to control the state of Balance Energy, but the entire system has been redesigned in Warlords of Draenor to focus on cycling between spells, instead of attempting to control the Energy bar.

Guardian Druids, along with Warriors, use a resource called Rage. When combat begins, Rage starts at 0, but is quickly generated by doing damage via skills such as Mangle and Lacerate. After generation, it can be spent on defensive abilities like Savage Defense, or offensive abilities like Maul. Rage is capped at 100, so the optimal Guardian playstyle is to weave Rage-generating attacks and Rage-consuming defenses together, shifting one way or another as battle circumstances warrant.

Feral Druids, along with Rogues, have two resources: Energy and Combo points. Energy is always regenerating at a fast rate, and powers a Feral Druid's basic abilities, such as Shred. Energy also caps at 100, so Feral Druids endeavor to keep on the attack. Each use of a basic ability also adds one or more Combo Points, which stack up to five and can be spent on powerful "finishing" attacks, such as Rip or Ferocious Bite. In a change for Warlords of Draenor, Combo points are now tracked on the player and not the target, which allows the Feral Druid to freely change targets without losing his current point stack.

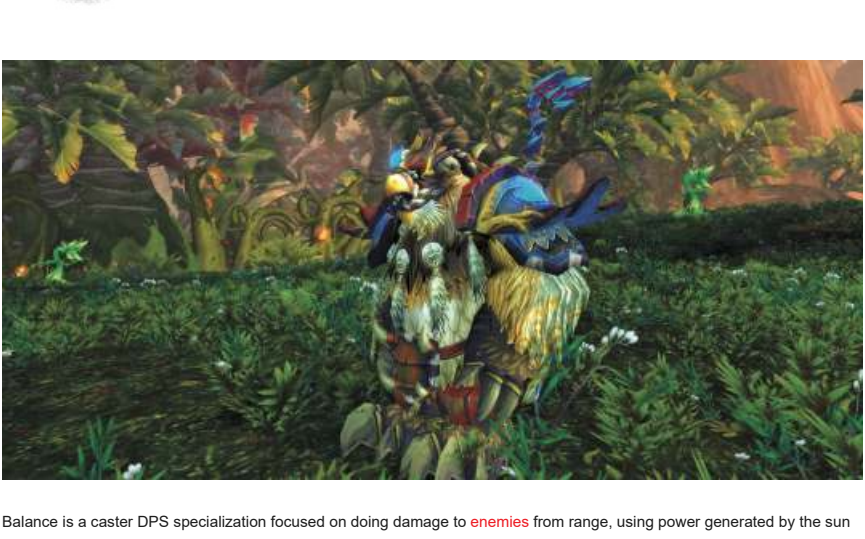
NON-SPECIALIZATION ABILITIES

Name	Level	icon	Description
Wrath	1		A Solar spell that deals nature damage to a target.
Moonfire	3		A Lunar spell that burns the enemy for Arcane damage and then additional Arcane damage over 20 sec.
Rejuvenation	4		Heals the target over 12 sec.
Cat Form	6		Shapeshift into Cat Form, increasing movement speed by 30% and allowing the use of Cat Form abilities. Also protects the caster from Polymorph effects and reduces falling damage.
Prowl (Cat)	6		Activates Cat Form and places the Druid into stealth, but reduces movement speed by 30%.
Shred (Cat)	6		Shred the target, causing Physical damage. Awards 1 Combo point. Stealth increases Shred's damage by 35% and doubles critical strike chance. Shred's damage is increased by 20% against bleeding targets.
Ferocious Bite (Cat)	6		Finishing move that causes damage per Combo point and consumes up to 25 additional Energy to increase damage. Critical strike chance doubled against bleeding targets.
Bear Form	8		Shapeshift into Bear form, increasing armor by 250%, Stamina by 20%, and allowing the use of Bear Form abilities. Also protects the caster from Polymorph effects and increases threat generation.
Growl (Bear)	8		Taunts (forces) the target to attack you, and increases the threat you generate against the target for 3 sec.
Mangle (Bear)	8		Mangle the target for Physical damage, generating 10 Rage.
Entangling Roots	10		Roots the target in place for 30 sec. Damage caused may interrupt the effect.
Revive	12		Restores a dead target to life with 35% health and Mana. Not castable in combat.
Teleport: Moonglade	14		Teleports the caster to Moonglade. Casting again in Moonglade will return the caster to near their original location.
Travel Form	16		Shapeshift to a travel form appropriate to your current location, increasing movement speed on land, in water, or in the air. Protects the caster from Polymorph effects. Only usable outdoors.
Dash (Cat)	24		Increases movement speed by 70% in Cat Form for 15 sec. Removes all roots and snares.
Healing Touch	26		Heals a friendly target.
Thrash (Cat, Bear)	28		Thrash all nearby enemies, dealing immediate physical damage and periodic bleed damage.
Primal Fury (Cat, Bear)	30		(Passive) Gain an additional 8 Rage when you critically strike in Bear Form. Gain an additional Combo point when you critically strike with a Combo-generating attack in Cat Form.
Hurricane	42		A Solar spell that creates a violent storm in a target area, dealing Nature damage to enemies every 1 sec. Lasts 10 sec. Druid must channel to maintain this spell.
Rebirth	56		Restores a target to life with 60% health and 20% Mana. Castable in combat.
Soothe	60		Soothes the target, dispelling all enrage effects.
Mark of the Wild	62		Increases the friendly target's Strength, Agility, and Intellect by 5%, and Versatility by 3%, for 1 hour. Affects all members of current party or raid.
Frenzied Regeneration (Bear)	68		Instantly converts up to 60 Rage into health.
Cyclone	78		Tosses the enemy target into the air, *disorienting them but making* them invulnerable for up to 6 sec. Only one target can be affected by Cyclone at a time.
Stampeding Roar (Bear, Cat)	84		The Druid roars, increasing the movement speed of all friendly players within 10 yards by 60% for 8 sec and removing all roots and snares on those targets. 2 min cooldown.

TALENTS

Talent	icon	Description	Notes
Level 15 Tier			
Feline Swiftness		Increases your movement speed by 15%.	Solid choice, not flashy but always useful.
Displacer Beast		Teleports the Druid forward, activates Cat Form, and increases movement speed by 50% for 4 sec. 30 sec cooldown.	Similar to a mage's Blink. Good for quick escapes or avoiding raid mechanics, but requires a form shift to return to doing damage, tanking, or healing.
Wild Charge		Grants a movement ability that varies by shapeshift form. 15 sec cooldown.Non-shapeshifted: Fly to an ally's position.Bear Form: Charge an enemy, immobilizing them for 4 sec.Cat Form: Leap behind an enemy, dazing them for 3 sec.Moonkin Form: Bound backward away from your enemies. Can only be used in combat.Travel Form: Leap forward 20 yards.Aquatic Form: Increases swim speed temporarily.	Balance: Handy evasion tool in PvP.Feral: Excellent for closing the distance to an enemy in PvP.Guardian: Excellent choice for fights requiring rapid movement.Restoration: Lets you bounce around the battlefield; helpful for stacking mechanics in raids.
Level 30 Tier			
Ysera's Gift		Heals you for 4% of your maximum health every 5 sec. If you are at full health, a random nearby injured ally will be healed instead.	The autohealing will keep your health full unless you're taking significant damage. No more needing to stop and heal while questing.Excellent choice for beginners. Solid healing and no management required.
Renewal		Instantly heals the Druid for 22% of maximum health. Usable in all shapeshift forms. 2 min cooldown.	Great for raids where you can anticipate incoming damage.
Cenarion Ward		Protects a friendly target for 30 sec. Any damage taken will consume the ward and heal the target over 6 sec. 30 sec cooldown.	Balance and Feral: Useful for chipping in some healing on a tank.Guardian: Excellent for self-healing sustained minor damage.Restoration: Great choice to keep on a tank as an additional heal-over-time.
Level 45 Tier			
Faerie Swarm		Prevents the target from activating stealth or invisibility, and reduces movement speed by 50% for 15 sec. Replaces Faerie Fire.	Balance and Restoration: Helpful for kiting tough enemies in PvE, or keeping melee off you in PvP.Feral and Guardian: Good choice to prevent an enemy from escaping in PvP.
Mass Entanglement		Roots your target in place for 20 sec and spreads to additional nearby enemies. Damage caused may interrupt the effect. Usable in all shapeshift forms. 30 sec cooldown.	Nice tool for splitting groups of enemies. Root them all, then pick one to focus down and repeat.
Typhoon		Summons a violent Typhoon that strikes targets in front of the caster within 15 yards, knocking them back and dazing them for 6 sec. Usable in all shapeshift forms. 30 sec cooldown.	Balance and Restoration: Excellent PvP talent. Typhoon keeps things away, and can serve as a spell interrupt in a pinch.Feral and Guardian: Useful in some situations as a spell interrupt.
Level 60 Tier			
Soul of the Forest		Balance: Increases the damage bonus from Lunar and Solar Empowerment by an additional 15%.Feral: Your finishing moves grant 4 energy per Combo point.Guardian: Mangle generates 5 more Rage and does 15% more damage.Restoration: When you cast Swiftmend, reduces the cast time of your next Healing Touch by 50%, or increases the healing of your next Regrowth or Regeneration by 100%, or increases the healing of your next Wild Growth by 50%.	Balance: A solid choice for sustained fights.Feral: Good talent for sustained fights. Helps smooth out the rotation and increases Rip uptime.Guardian: Best talent for increasing overall Rage generation.Restoration: Best used to generate powerful sustained AoE healing with Wild Growth.
Incarnation		Balance: An improved Moonkin Form that increases all your spell damage by an additional 15%.Feral: An improved Cat Form that allows the use of Prowl in combat and causes Shred and Rake to function as if stealth were active.Guardian: Reduces the cooldown for all melee damage abilities and Growl to 1.5 sec for 30 sec.Restoration: A Tree of Life form that increases healing done by 15% and enhances several spells.3 min cooldown.Rejuvenation: 50% cheaper, 50% stronger. Wild Growth: Heals 2 additional raid members. Regrowth: Becomes instant-cast.	Balance and Feral: Good talent for fights that require burst damage.Guardian: Excellent tool for boosting short-term damage and Rage generation.Restoration: The increases to Wild Growth and Regrowth are nice, but Enhanced Rejuvenation steals the show. Amazing healing when combined with Germination.
Force of Nature		Summons a Treant which will immediately root your current target for 30 sec.Balance: The Treant will cast Wrath at that target for Nature damage every 2 sec.Feral and Guardian: The Treant melees for Physical damage every 2 sec.Restoration: Summons a Treant which will immediately Swiftmend your current target. The Treant will periodically cast Healing Touch on a raid member.Lasts 15 sec. Maximum 3 charges. 1 min cooldown.	Balance and Feral: The instant root is incredible for controlling enemy players in PvP.Guardian: Useful for fights with lots of enemies to give your group some breathing room. Note that Treants cannot taunt raid bosses.Restoration: A pocket Swiftmend with some smart-healing to follow. Good for fights where raid members take intermittent focused damage.
Level 75 Tier			
Incapacitating Roar		Invokes the spirit of Ursol to roar, incapacitating all enemies within 10 yards for 3 sec. Any damage caused will remove the effect. Usable in all shapeshift forms. 30 sec cooldown.	Very similar to the Tauren racial, War Stomp. Works well as a second interrupt.
Ursol's Vortex		Conjures a vortex of wind for 10 sec at the destination location that reduces the movement speed of all enemies within 8 yards by 50%. The first time an enemy attempts to leave the vortex, winds will pull that enemy back to its center. Usable in all shapeshift forms. 1 min cooldown.	Great in battlegrounds at chokepoints, like the bridges in Eye of the Storm.
Mighty Bash		Invokes the spirit of Ursoc to stun the target for 5 sec. Usable in all shapeshift forms. 50 sec cooldown.	Balance and Feral: Long stun lets you get off 1-2 casts without being hit.Guardian: Great for stopping enemy abilities that can't be interrupted.Restoration: Helpful talent. Frequently better to stop incoming damage for a few seconds than trying to heal through it.
Level 90 Tier			
Heart of the Wild		When activated, dramatically improves the Druid's ability to act in other roles than their specialization (and increases healing done by 35% for Restoration Druids). 6 min cooldown.	Balance and Feral: Useful talent for groups; can stand in for any role temporarily.Guardian: Fun talent for fights requiring tank switches; allows some damage contribution when not tanking.Restoration: Great healing boost, but be wary of the long cooldown.
Dream of Cenarius		Balance: Lunar Peak and Solar Peak also cause your Moonfire and Sunfire to heal an injured ally for 30% of Spell power.Feral: Increases healing from Healing Touch and Rejuvenation by 20%. Your Healing Touch and Rejuvenation also heal you when used to heal someone else.Guardian: Increases healing from Healing Touch by 20%, increases the critical strike chance of Mangle by 10%, and your Mangle critical strikes have a 40% chance to make your next Healing Touch or Rebirth instant, free, and castable in all forms.Restoration: Increases Wrath damage by 20% and your Wrath spell causes a nearby ally to be healed for 150% of the damage done.	Balance: Generates additional passive healing for your group.Feral: When used in concert with Predatory Swiftness and Enhanced Rejuvenation, can generate a significant amount of additional healing while maintaining steady damage.Guardian: Great sustained Rage booster, with additional power over self-healing.Restoration: Good talent for leveling or contributing damage in easier content.
Nature's Vigil		While active, all single-target healing spells also damage a nearby enemy target for 30% of the healing done, and all single-target healing and damage spells and abilities also heal a nearby friendly target based on the amount done, 30% for heals, 40% for damage spells. 1.5 min cooldown.	Balance: Stronger passive healing than Dream of Cenarius, but requires active use. Pairs well with Incarnation.Feral: Adds a bit of splash damage and healing; good for helping with group healing in a pinch.Guardian: Excellent talent for moderate self-healing and damage. Functions well paired with Incarnation.Restoration: Heals for a significant amount and works well in concert with Incarnation.
Level 100 Tier (Balance)			
Euphoria		Reduce Balance Energy cycle by 50%; Lunar and Solar Empowerments reduce the cast time of affected spells by 20%.	Speeds up your entire rotation; cast faster and switch spells more. Great for fights requiring lots of movement.
Stellar Flare		A powerful spell which benefits from both Lunar and Solar Eclipses, dealing the most damage when they are balanced. Burns the target for Spellstorm damage, and then an additional damage over 20 sec.	Adds an additional DoT to your damage rotation. Excellent for fighting multiple long-lasting targets, as you can Flare each one.
Balance of Power		Your Starfires extend the duration of Moonfire by 6 sec. Your Wraths extend the duration of Sunfire by 4 sec. Also increases Moonfire and Sunfire damage by 10%.	Simplifies rotations considerably, as Moonfire and Sunfire refreshing is much less frequent.
Level 100 Tier (Feral)			
Lunar Inspiration		Moonfire is now useful while in Cat Form; generates 1 Combo point, deals damage based on attack power, and costs 30 Energy.	Increases sustained damage slightly and gives Feral an option for damaging multiple spaced-out targets.
Bloodtalons		Casting Healing Touch causes your next two melee abilities to deal 30% additional damage.	Adds significant damage to the rotation, but complicates it slightly. Pairs well with Dream of Cenarius.
Claws of Shirvallah		Alternate Cat Form which allows the use of all non-damaging Druid spells while shapeshifted, and increases Versatility by 5%.	A small damage increase, and lots of utility. Can generate additional healing for a group.
Level 100 Tier (Guardian)			
Guardian of Elune		Savage Defense now lasts 3 sec, and increases your chance to dodge by 100%. The recharge time on Savage Defense is now reduced by your dodge chance.	Amazing for avoiding telegraphed large hits.
Pulverize		Consumes 3 stacks of your Lacerate on the target to deal 300% Physical damage and reduce damage taken by 15% for 12 sec.	Complicates the rotation, but delivers the best general damage reduction.
Bristling Fur		Reduces all damage taken by 40% by 3 sec. 1 min cooldown.	Simplest talent to use; has wide applicability.
Level 100 Tier (Restoration)			
Moment of Clarity		Omen of Clarity now lasts 5 sec, instead of 1 cast.	Allows you to get off multiple expensive spells for free.
Germination		You can apply two Rejuvenations to the same target. Rejuvenation's duration is also increased by 3 sec.	Great choice for buffing one of your staple heals. Pairs well with Incarnation.
Rampant Growth		Swiftmend now consumes your own Regrowth or Rejuvenation, but has no cooldown.	Generates extremely strong healing, but watch your Mana. Pairs well with Soul of the Forest.

BALANCE



Balance is a caster DPS specialization focused on doing damage to enemies from range, using power generated by the sun and moon. Balance Druids have a Balance Energy bar that cycles between Lunar and Solar, and a passive bonus called Eclipse that increases the damage of abilities that match the current state of the Balance Energy bar.

MASTERY: TOTAL ECLIPSE
Increases the maximum damage bonus of Eclipse.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Starfire	10		A Lunar spell that causes Arcane damage to the target.
Starsurge	12		Causes Spellstorm damage to the target and grants Lunar or Solar Empowerment, based on current Balance Energy side, which increases the damage of your next 2 Starfires or 3 Wraths by 30%. Has 3 charges, shared with Starfall.
Moonkin Form	16		Shapeshift into Moonkin Form, increasing Arcane and Nature damage by 10%, increasing armor by 100%, and granting 550 Mastery to all part and raid members.
Astral Communion	20		Accelerate your Balance Energy cycle by 300% for 4 sec. Channeled.
Remove Corruption	22		Remove all Curse and Poison effects on a friendly target. 8 sec cooldown.
Shooting Stars	26		You have a chance when your most recent Moonfire or Sunfire deals damage over time to trigger Shooting Stars. Shooting Stars restores 1 charge of Starsurge or Starfall.
Solar Beam	28		Summons a beam of light over an enemy target, interrupting the target and silencing all enemies within the beam.
Barkskin	44		Reduces all damage taken by 20% for 12 sec. Usable while affected by hostile crowd control spells. While protected, damaging attacks will not cause spellcasting delays.1 min cooldown.
Celestial Alignment	68		You enter Celestial Alignment, a state where your Balance Energy is paused, and all of your Lunar and Solar spells benefit from your maximum Eclipse bonus. Also increases damage by 20% and causes Moonfire and Sunfire to apply the other's damage over time effect. Lasts 15 sec. 3 min cooldown.
Starfall	76		A Lunar spell that strikes all enemies within 40 yards. Deals Arcane damage every 1 sec for 10 sec. Has 3 charges, shared with Starsurge. Shapeshifting or losing control of your character will cancel the effect.
Astral Showers	82		(Passive) Moonfire's duration is increased by 100%. Sunfire's effect is now applied to all enemies within 5 yards of the target.
Wild Mushroom	84		Grow a mushroom with 5 health at a target location that lasts 20 sec. The mushroom emits a cloud that slows all enemies within 5 yards by 50%. Only 3 mushrooms can be placed at one time.
Lunar Guidance	90		(Passive) Gain 5% more of the Mastery stat from all sources.

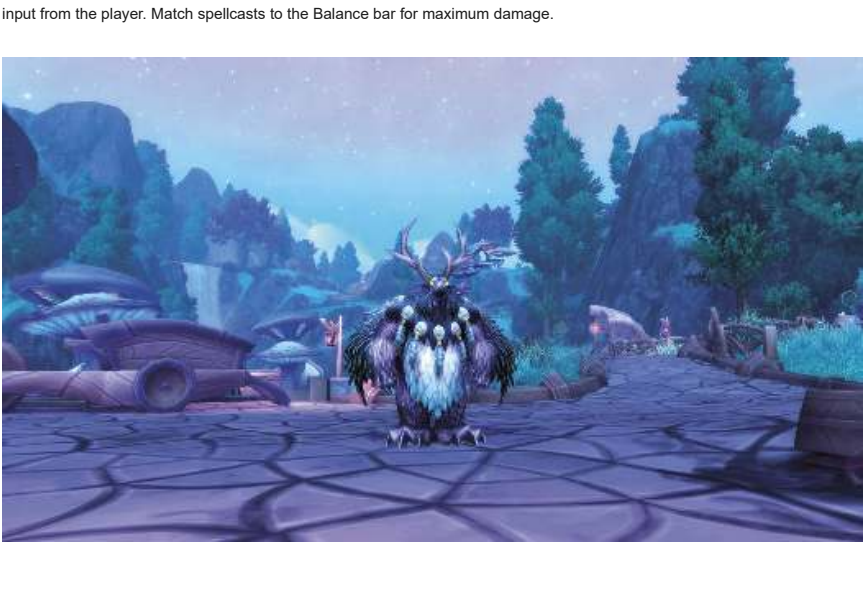
DRAENOR PERKS

At levels 92, 94, 96, and 98, you'll gain a random Draenor Perk that increases the power of one of your abilities significantly.

Perk	Description
Empowered Moonkin	Single-target attacks against you in Moonkin Form have a 15% chance to make your next damaging spell instant-cast.
Enhanced Moonkin	Your Moonkin Form grants an additional 100% armor increase.
Enhanced Rebirth	Rebirth no longer has a cast time.
Enhanced Starsurge	Starsurge is now instant.

ROTATION

In a significant change from previous design, Balance Energy now automatically cycles between Lunar and Solar, with no input from the player. Match spellcasts to the Balance bar for maximum damage.



In Lunar

- Use Starsurge to put up Lunar Empowerment, which dramatically increases your next 2 Starfire casts.
- Keep Moonfire effect up.
- Cast Starfire.

In Solar

- Use Starsurge to put up Solar Empowerment, which dramatically increases your next 3 Wrath casts.
- Keep Sunfire effect up.
- Cast Wrath.

GROUP PLAY

Execute a damage rotation, while keeping an eye out for ways to help the party/raid. Empowered Rebirth can save a group if used immediately on a dead healer/tank. Learn fights in advance to know the best times to use Starfall and Sunfire's AoE effect.

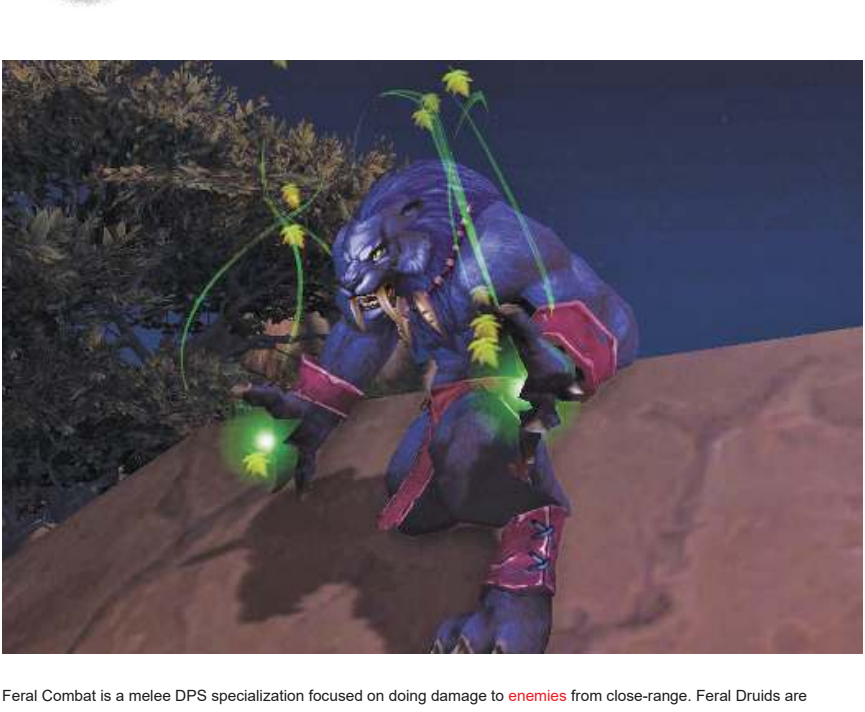
GROUP BUFFS

Mark of the Wild increases your group's primary stats by 5%, and Versatility by 3%. Don't worry about keeping Faerie Fire up anymore; the Weakened Armor debuff it used to provide has been removed. Finally, your Moonkin Form also provides a passive Mastery buff to the entire group.

PREPARING FOR HIGH-END CONTENT

With the removal of the Hit stat in Warlords of Draenor, preparing your character correctly for heroic dungeons and raids has become much simpler: Find the armor pieces with the most Intellect available. For secondary statistics, Mastery and Haste are your best bets, with Mastery providing more damage and Haste providing faster casts. Don't forget that your Garrison offers a blue item level 610 Intellect Staff for completing Bronze Proving Grounds at level 100, which is an excellent starter weapon.

FERAL



Feral Combat is a melee DPS specialization focused on doing damage to enemies from close-range. Feral Druids are primarily found in Cat Form, and specialize in powerful bleeds.

MASTERY: RAZOR CLAWS
Increases the damage done by your bleed abilities.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Rake	10		Rake the target for Bleed damage and additional Bleed damage over 15 sec. Awards 1 Combo point. If used while stealthed, the target will be stunned for 4 sec.
Tiger's Fury	10		Increases physical damage done by 15% for 8 sec and instantly restores 60 Energy. 30 sec cooldown.
Savage Roar	18		Finishing move that increases physical damage done by 40% while in Cat Form. Lasts longer per Combo point consumed.
Rip	20		Finishing move that causes Bleed damage over 24 sec. Damage increases per Combo point consumed.
Remove Corruption	22		Remove all Curse and Poison effects on a friendly target. 8 sec cooldown.
Swipe	22		Swipe nearby enemies, inflicting Physical damage. Awards 1 Combo point. Deals 20% additional damage against bleeding targets.
Predatory Swiftness	26		(Passive) Your finishing moves have a 20% chance per Combo point to make your next Healing Touch, Entangling Roots, or Rebirth instant, free, and castable in all forms, and to increase the healing done by Healing Touch by 20%.
Faerie Fire	28		Prevents stealth and invisibility in the target. Deals damage when cast from Bear Form.
Omen of Clarity	38		(Passive) Your autoattacks have a chance to reduce the cost of your next Cat Form ability by 100%.
Leader of the Pack	46		(Passive) While in Bear Form or Cat Form, increases critical strike chance of all party/raid members by 5% and causes your melee critical strikes to heal you for 3% of your health. This healing effect cannot occur more than once every 6 sec.
Berserk	48		When used in Bear Form, lasts 10 sec, removes the cooldown from Mangle and causes it to hit up to 3 targets. When used in Cat Form, lasts 15 sec and reduces the cost of all Cat Form abilities by 50%. 3 min cooldown.
Survival Instincts	56		Reduces all damage taken by 50% for 6 sec. Max 2 charges. 12 sec cooldown, 2 minute charge regeneration.
Skull Bash	64		Interrupts spellcasting and prevents any spell in that school from being cast for 4 sec. 15 sec cooldown.
Maim	82		Finishing move that causes Physical damage and stuns the target. Damage and duration increased per Combo point.
Sharpened Claws	90		(Passive) Gain 5% more of the Critical Strike stat from all sources.

DRAENOR PERKS

At levels 92, 94, 96, and 98, you'll gain a random Draenor Perk that increases the power of one of your abilities significantly.

Perk	Description
Enhanced Berserk	Your maximum Energy is increased by 50 while Berserk is active.
Enhanced Prowl	Removes the movement speed penalty from Prowl.
Enhanced Rejuvenation	You can cast Rejuvenation in Bear or Cat Form.
Improved Rake	Your Rake deals 100% additional damage when used while stealthed.

ROTATION

Feral DPS revolves around three things—keep your bleeds up as much as possible, stay behind your target as much as possible, and don't ever let your Energy bar cap out.

- Keep Rake up at all times.
- When Rake is up, Shred to generate Combo points.
- Use Combo points to keep Savage Roar up (unless glyphed into Savagery) and Rip. Use Ferocious Bite to burn extra Combo points.
- Use Tiger's Fury and Berserk as often as possible.

GROUP PLAY

Your primary role in a group is to kill things as fast as possible. Still, remember that you have a ton of hybrid ability at your disposal. Predatory Swiftness allows you to toss off an instant heal or combat rez, and the Heart of the Wild talent lets you temporarily tank or heal full-time if things really go bad.

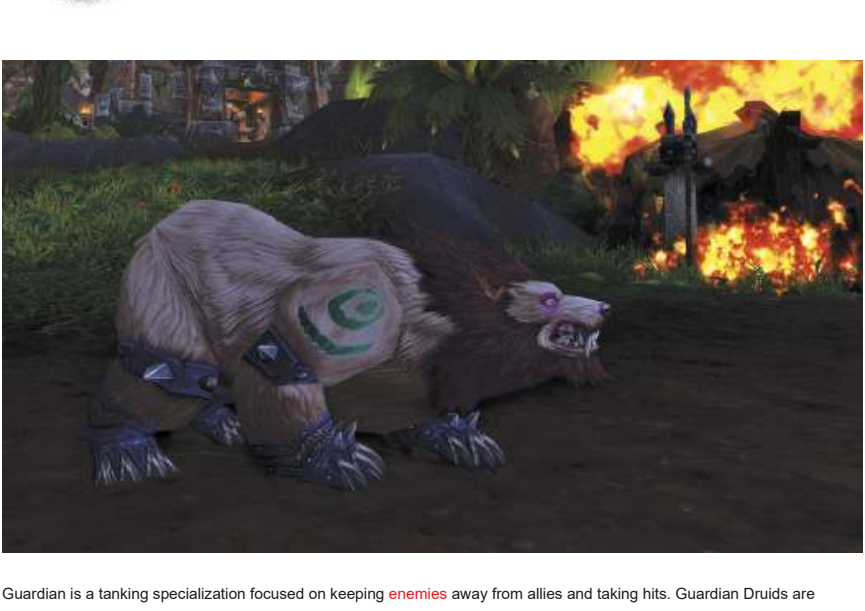
GROUP BUFFS

Mark of the Wild increases your group's primary stats by 5%, and Versatility by 3%. Don't worry about keeping Faerie Fire up anymore; the Weakened Armor debuff it used to provide has been removed. Finally, your Cat Form also provides a passive Critical Strike buff to the entire group via Leader of the Pack.

PREPARING FOR HIGH-END CONTENT

With the removal of Hit and Expertise, preparing for endgame no longer requires a calculator. Your core stat is Agility, and you want as much as possible. For secondary statistics, Critical Strike is your best choice; it increases your damage and your Combo point generation. Mastery is an attractive second choice as a flat damage increase for your bleeds; it also doubles as the best secondary stat for Guardians, making it the best choice for those playing both roles. Finally, don't forget that your Garrison offers a blue item level 610 Agility Polearm for completing Bronze Proving Grounds at level 100, which is an excellent starter weapon.

GUARDIAN



Guardian is a tanking specialization focused on keeping enemies away from allies and taking hits. Guardian Druids are primarily found in Bear Form.

MASTERY: PRIMAL TENACITY
When hit by an attack, gain a damage shield equal to a portion of the damage taken.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Maul	10		Maul the target for Physical damage. Deals additional damage against bleeding targets. 3 sec cooldown.
Savage Defense	10		Increases chance to dodge by 45% for 6 sec. 2 charges.
Resolve	10		(Passive) Increases your healing and absorption effects cast on yourself, based on your Stamina and damage taken (before avoidance and mitigation) in the last 10 sec.
Remove Corruption	22		Remove all Curse and Poison effects on a friendly target. 8 sec cooldown.
Faerie Fire	28		Prevents stealth and invisibility in the target. Deals damage when cast from Bear Form.
Tooth and Claw	32		(Passive) Your autoattacks in Bear Form have a 40% chance to empower your next Maul for 10 sec. Empowered Maul causes your victim's next autoattack to deal less damage. You can accumulate up to 2 charges of Tooth and Claw.
Lacerate	38		Lacerates the enemy target, dealing bleed damage and additional bleed damage over 15 sec. Stacks up to 3 times. Generates 2 Rage and has a 25% chance to reset the cooldown on Mangle.
Barkskin	44		Reduces all damage taken by 20% for 12 sec. Usable while affected by hostile crowd control spells. 1 min cooldown.
Berserk	48		When used in Bear Form, lasts 15 sec, removes the cooldown from Mangle and causes it to hit up to 3 targets. When used in Cat form, lasts 20 sec and reduces the cost of all Cat Form abilities by 50%. 3 min cooldown.
Survival Instincts	56		Reduces all damage taken by 50% for 6 sec. Maximum 2 charges. 12 sec cooldown, 2 min recharge time.
Skull Bash	64		Interrupts spellcasting and prevents any spell in that school from being cast for 4 sec.
Survival of the Fittest	90		(Passive) Gain 5% more of the Mastery stat from all sources.
Ursa Major	90		Your autoattack, Mangle, and Lacerate multistrikes grant you Ursa Major, which increases your maximum health by 2% for 25 sec.

DRAENOR PERKS

At levels 92, 94, 96, and 98, you'll gain a random Draenor Perk that increases the power of one of your abilities significantly.

Perk	Description
Empowered Bear Form	Bear Form grants you an additional 10% Stamina.
Empowered Berserk	Increases the duration of Berserk by 5 sec.
Enhanced Faerie Fire	In Bear Form, Faerie Fire no longer has a cooldown and deals 100% increased damage.
Enhanced Tooth and Claw	Tooth and Claw can now accumulate 1 additional charge.

ROTATION

The Guardian rotation is fairly forgiving. This is a good thing, as you want to focus on ensuring all enemies are picked up and positioning them properly to keep your group safe.

- Mangle on cooldown to generate Rage.
- Keep the Thrash bleed up.
- Use Lacerate (single-target) or Swipe (multi-target) when you can.
- Spend your Rage on Savage Rage or Frenzied Regeneration to increase your survivability. If you have excess Rage, use it on Maul.
- Use Barkskin frequently; save Survival Instincts for predictable big hits or times when your health gets low.

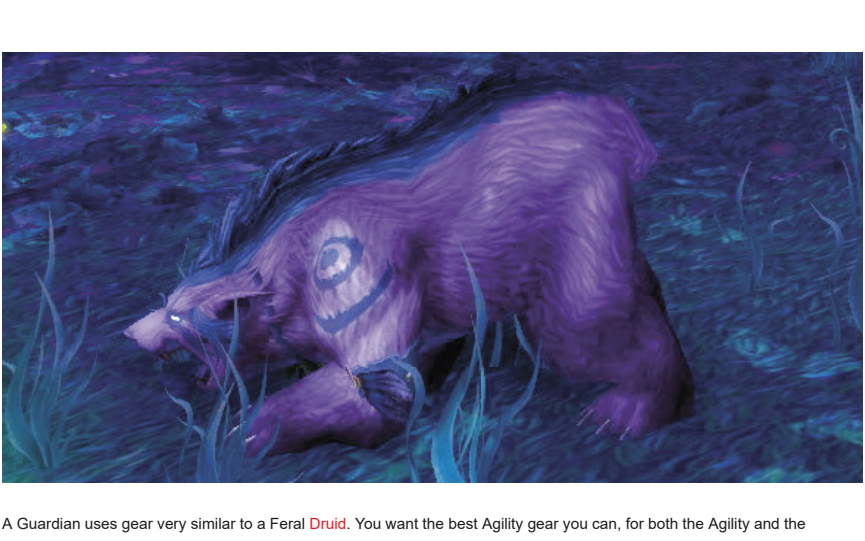
GROUP PLAY

As a tank, you have two primary responsibilities—keeping enemies from attacking the rest of your party, and keeping yourself alive. Use Thrash and Swipe on groups of weaker enemies to keep all of them on you, with a judicious amount of Growl as necessary. Against harder-hitting things, make sure you're using your defensive cooldowns, and don't forget to interrupt spellcasters if you can.

GROUP BUFFS

Mark of the Wild increases your group's primary stats by 5%, and Versatility by 3%. Don't worry about keeping Faerie Fire up anymore; the Weakened Armor debuff it used to provide has been removed.

PREPARING FOR HIGH-END CONTENT



A Guardian uses gear very similar to a Feral Druid. You want the best Agility gear you can, for both the Agility and the accompanying armor. Similarly, for secondary stats, your preference will be for Bonus Armor for additional survivability, and Mastery for the shielding effect. Don't forget that your Garrison offers a blue item level 610 Agility Polearm for completing Bronze Proving Grounds at level 100, which is an excellent starter weapon.

RESTORATION

Restoration is a healing specialization focused on keeping allies alive. Frequently known as Tree Druids due to their iconic Incarnation: Tree of Life ability, Restoration Druids specialize in healing-over-time (HoT) spells but also have powerful direct heals as well.

MASTERY: HARMONY
Increases direct healing by a percentage, and casting direct healing spells increases periodic healing by a percentage for 20 sec.

SPECIALIZATION ABILITIES

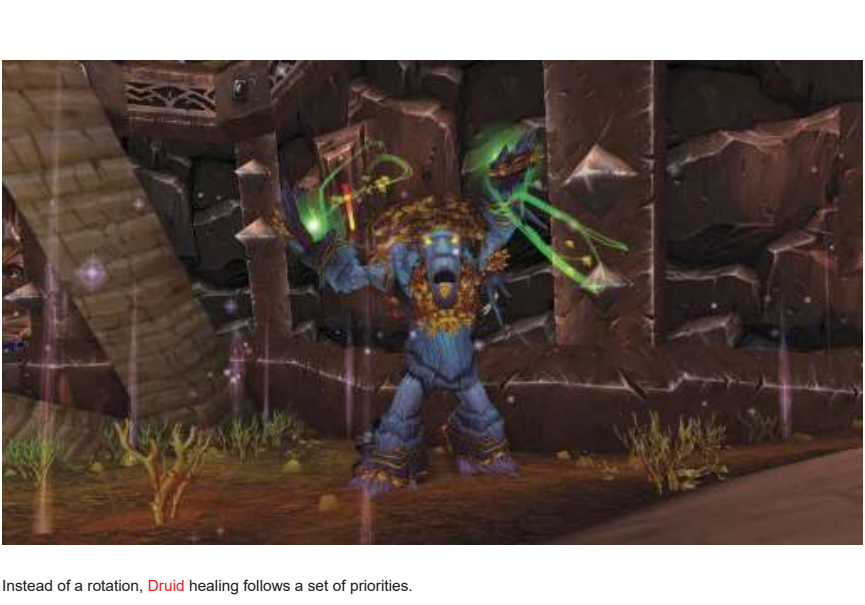
Ability	Level	icon	Description
Swiftmend	10		Instantly heals a friendly target that has an active Rejuvenation or Regrowth effect.
Regrowth	18		Heals a friendly target and continues to heal them for 12 sec. Has a high critical chance.
Nature's Cure	22		Remove all Curse, Poison, and Magic effects on a friendly target.
Living Seed	28		(Passive) When you critically heal a target with the direct healing portion of Swiftmend, Regrowth, or Healing Touch, you plant a Living Seed on the target. When the target is next attacked, the Living Seed will bloom and heal for 50% of the initial account healed.
Nature's Swiftness	30		Causes your next Entangling Roots, Healing Touch, Rebirth, or Regrowth to be instant, free, and castable in all forms. The healing and duration of the spell is increased by 50%.
Lifebloom	36		Heals a target over 15 sec. When Lifebloom expires, the target is instantly healed. Lifebloom's duration can be refreshed by casting Regrowth or Healing Touch on the target. Can only be active on one target at a time.
Omen of Clarity	38		(Passive) Your periodic healing from Lifebloom has a 4% chance to grant Clearcasting, causing your next Regrowth to cost no Mana.
Barkskin	44		Reduces all damage taken by 20% for 12 sec. Usable while affected by hostile crowd control spells. While protected, damage will not cause spellcasting delays. 1 min cooldown.
Ironbark	64		Reduces a target's damage by 20% for 12 sec.
Tranquility	74		Heals all party/raid members within 40 yards every 2 sec over 8 sec. Channeled. 3 min cooldown.
Wild Growth	76		Heals up to 5 injured party/raid members within 30 yards of the target over 7 sec.
Wild Mushroom	84		Grow a mushroom at a target ally's location that restores health to three injured allies within 10 yards every 2 sec for 30 sec. Only 1 mushroom can be placed at a time.
Genesis	88		Consumes all Rejuvenation effects from all party members within range of the target, and heals the amount consumed to each member over 3 sec.
Naturalist	90		(Passive) Gain 5% more of the Haste stat from all sources.

DRAENOR PERKS

At levels 92, 94, 96, and 98, you'll gain a random Draenor Perk that increases the power of one of your abilities significantly.

Perk	Description
Empowered Ironbark	Your Ironbark also increases the healing the target receives from your periodic healing spells by 20%.
Empowered Rejuvenation	Increases the duration of Rejuvenation by 3 sec.
Enhanced Lifebloom	Healing Touch has 20% increased critical strike chance on targets with your Lifebloom.
Enhanced Rebirth	Rebirth no longer has a cast time.

ROTATION



Instead of a rotation, Druid healing follows a set of priorities.

- Keep Lifebloom up on the tank at all times.
- Use a direct heal every 20 seconds to keep the Harmony buff up, ideally Regrowth during Omen of Clarity procs.
- Use Rejuvenation and Healing Touch on the tank, supplementing with Swiftmend and Regrowth when necessary.
- Use Rejuvenation on raid members, with cautious application of Wild Growth and Wild Mushroom to handle AoE damage.
- Use cooldowns proactively. Nature's Swiftness and Ironbark are good for individuals, while Nature's Vigil, Incarnation, and Genesis are good for the whole group. Don't forget Barkskin for yourself.

GROUP PLAY

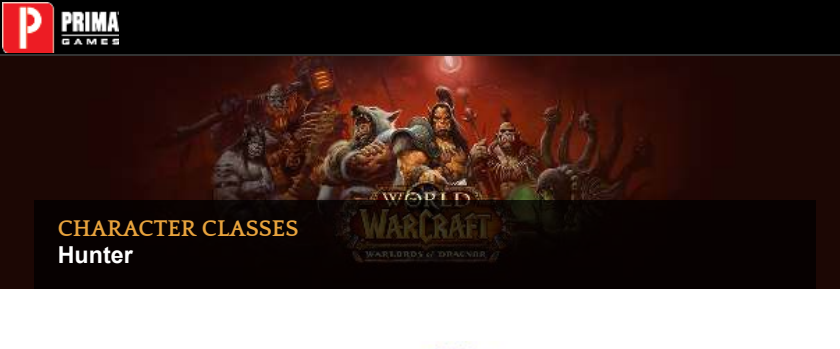
Keep the tank alive first, yourself second, and the rest of your group third. Watch your Mana, and make sure you're at full before long fights—ask the tank for a quick Mana break if you need it. Finally, don't get so focused on healing that you lose your situational awareness; the fire on the floor burns you too.

GROUP BUFFS

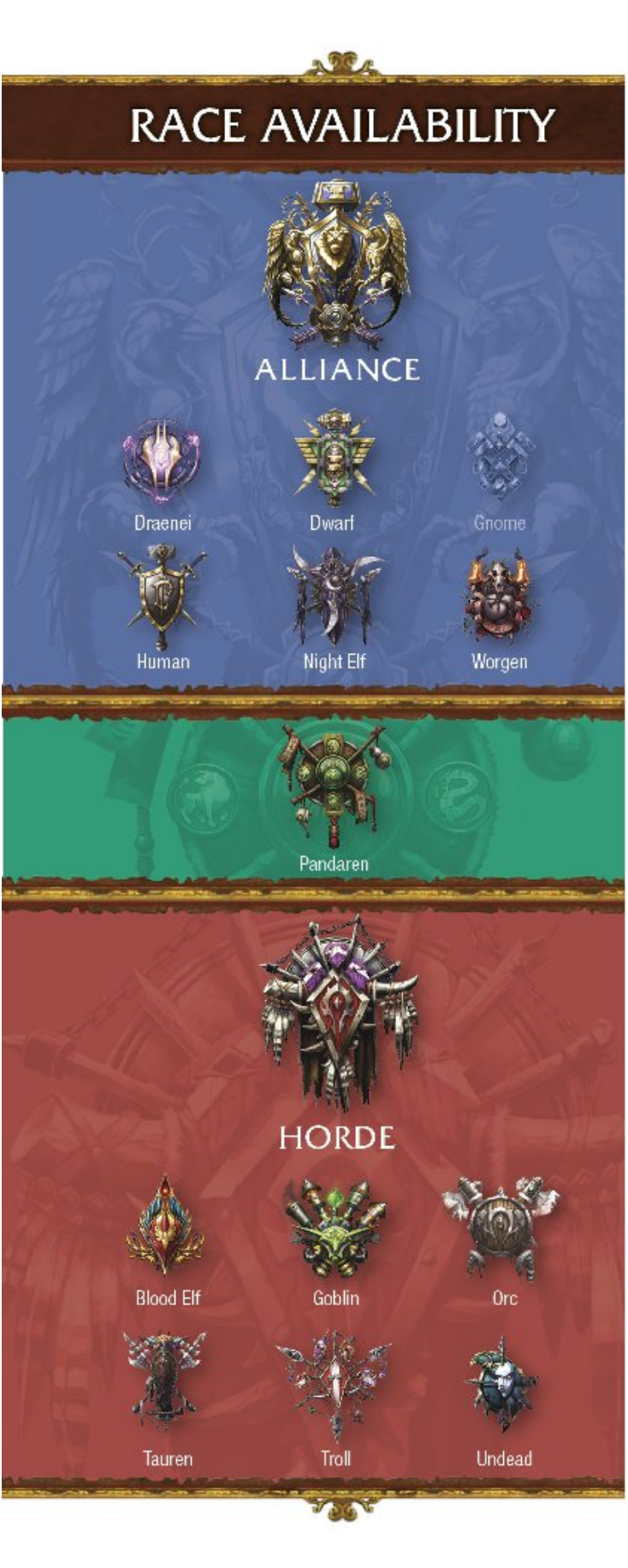
Mark of the Wild increases your group's primary stats by 5%, and Versatility by 3%. Don't worry about keeping Faerie Fire up anymore; the Weakened Armor debuff it used to provide has been removed. Restoration has no exclusive buffs, but it is the only Druid spec with access to Tranquility and Ironbark, powerful healing and damage reduction cooldowns.

PREPARING FOR HIGH-END CONTENT

With the removal of Innervate, Mana regeneration is a priority. When you first reach 100, you want to accumulate as much Spirit gear as you can. Without a comfortable amount of Spirit, the use of expensive heals such as Genesis, Regrowth, and Wild Growth will be very constrained. After Spirit, your preferred secondary stat is Mastery. Don't forget that your Garrison offers a blue item level 610 Intellect Staff for completing Bronze Proving Grounds at level 100, which is an excellent starter weapon.



CHARACTER CLASSES
Hunter



HUNTER

Hunters are the only class that can use bows, crossbows, and guns as their primary weapons. Hunters can summon and command a variety of pet beasts to attack their enemies and aid their allies in battle. Traps and a variety of other crowd control abilities help the Hunter keep their enemies in check. For the rare occasion when an enemy does get too close, Hunters are equipped with several escape mechanisms to get out of harm's way.

Pets are an integral part of the Hunter class, acting as a personal guardian that allows the Hunter to safely deal damage while the pet takes most of the incoming hits. Many classes are capable of summoning pets, but only Hunters can tame nearly any beast in the world as their personal pet, choosing from literally dozens of different families, colors, and species.

Since all three Hunter specializations fulfill the ranged DPS role, your choice in specialization and talents will be based on your desired playstyle and how much you want to integrate pets into your gameplay.

BOOSTING TO 90

Your fresh new level 90 Hunter comes with a pet, but you shouldn't let that stop you from going out into the world and taming more. Pets come in all shapes and sizes, and each family of beast brings different special abilities to the table. It's normal for a pet to attack you when using Tame Beast, but you can avoid this by using a Freezing Trap prior to taming.

Keep a tight leash on your pets with the three different pet stances available on the pet bar. Use Assist or Passive stance to keep your pet from running wild in dungeons or raids. Be sure to check the pet spellbook for additional abilities not present on the pet bar.

The most important ability is each specialization's signature shot: Chimaera Shot for marksmanship, Explosive Shot for survival, and Kill Command for beast mastery. These abilities have a cooldown and should always be cast when available.

Hunters are the only ranged DPS class capable of casting all of their DPS abilities while moving. Taking full advantage of this unique bonus is key to mastering the Hunter class.

As a Hunter, you'll usually want monsters attacking your pet instead of you. If you're having trouble with this, make sure Growl is toggled on for your pet. Misdirection can be used to redirect threat to your pet, or use Feign Death to drop threat entirely.

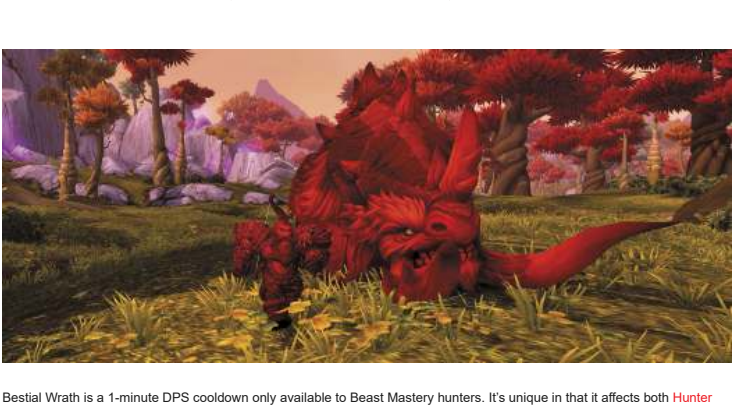
CLASS ABILITIES AND RESOURCES

FOCUS

Both Hunters and their pets use the Focus resource to activate their abilities. Focus regenerates slowly over time and can be regenerated rapidly by casting Steady Shot or Cobra Shot. The challenge is knowing when to spend Focus or generate Focus.

Hunters should always have Focus available to cast their signature shot when it finishes its cooldown, but never want to sit on a full Focus bar in combat. This delicate balance is managed with Focus generators (Steady Shot or Cobra Shot) and Focus spenders (Arcane Shot or Aimed Shot). The focus bar will fluctuate up and down during a fight, and various passive abilities and talents can also modify the Focus pool at a moment's notice. The pet's use of Focus is more automated, but some talents and abilities can also influence it.

BESTIAL WRATH (BEAST MASTERY)



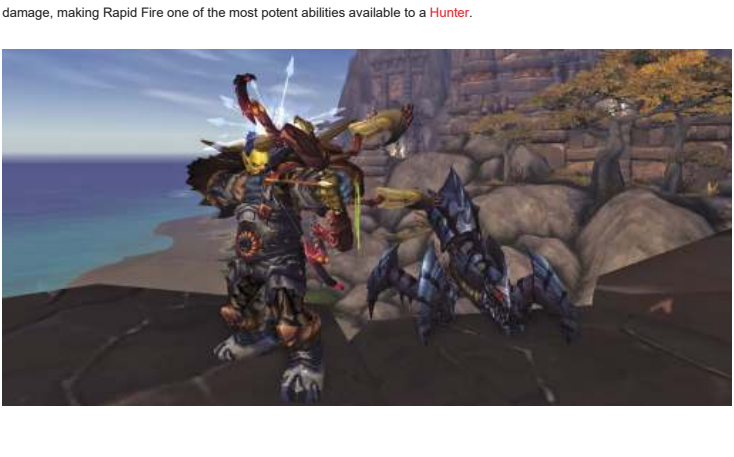
Bestial Wrath is a 1-minute DPS cooldown only available to Beast Mastery hunters. It's unique in that it affects both Hunter and pet. Casting it will send your pet into a rage, causing it to grow in size, turn red, and deal 20% additional damage for 10 seconds. The Hunter also receives 10% additional damage and has the Focus cost of all abilities reduced by 50%. Generally, this ability should be used as often as possible, but sometimes it is worth holding onto it for a special occasion. In PvP combat, casting Bestial Wrath also frees your pet from all crowd control effects.

BLACK ARROW (SURVIVAL)

Black Arrow is a damage over time ability available only to Survival Hunters. It ticks every 2 seconds for 20 seconds and has a 24-second cooldown. Every time Black Arrow ticks, it has a chance to grant 2 charges of Lock and Load, which lasts for 15 seconds. Lock and Load causes the next two Explosive Shots to not trigger a cooldown and cost no Focus. This gives the ability to fire several Explosive Shots in rapid succession. Always keep Black Arrow on your target.

RAPID FIRE (MARKSMANSHIP)

Rapid Fire is a 2-minute cooldown only available to Marksmanship hunters. It increases haste by 40% for 15 seconds, which is ideal because most of Marksmanship's shots have a cast time. Rapid Fire also activates Careful Aim, which increases the critical strike chance of Aimed Shot and Steady Shot by 60%. Aimed Shot critical strikes deal tremendous amounts of damage, making Rapid Fire one of the most potent abilities available to a Hunter.



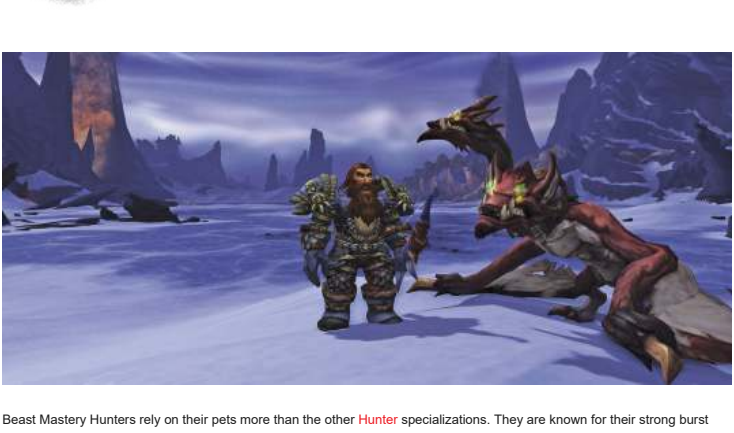
NON-SPECIALIZATION ABILITIES

Name	Level	icon	description
Call Pet 1	1		Calls your first pet to you.
Critical StrikesPassive	1		Increases your chance to critically strike by 10%.
Revive Pet	1		Revive your pet, returning it to life with 100% of its base health.
Steady Shot	3		A steady shot that causes Physical damage and generates 14 Focus. Useable while moving.
Track Beasts	4		Shows the location of all nearby beasts on the minimap.
Track Demons	4		Shows the location of all nearby demons on the minimap.
Track Dragonkin	4		Shows the location of all nearby dragonkin on the minimap.
Track Elementals	4		Shows the location of all nearby elementals on the minimap.
Track Giants	4		Shows the location of all nearby giants on the minimap.
Track Hidden	4		Greatly increases stealth detection and shows hidden units within detection range on the minimap.
Track Humanoids	4		Shows the location of all nearby humanoids on the minimap.
Track Undead	4		Shows the location of all nearby undead on the minimap.
Concussive Shot	8		Dazes the target, slowing movement speed by 50% for 6 sec.
Beast Lore	10		Gather information about the target beast. The tooltip will display damage, health, armor, diet, abilities, whether or not the creature is tameable, and if it is an exotic beast.
Call Pet 2	10		Summons your second pet to you.
Control PetPassive	10		Allows you to give commands to control your pet.
Dismiss Pet	10		Temporarily sends this pet away. You can call it back later.
Tame Beast	10		Tames a beast to be your companion. If you lose the beast's attention for any reason, the taming process will fail. You must dismiss any active beast companions and have an empty Call Pet slot before you can begin taming a new beast.
Feed Pet	11		Feed your pet the selected item, instantly restoring 50% of its total health. Cannot be used while in combat.
Disengage	14		You leap backwards.
Eagle Eye	16		Changes the Hunter's viewpoint to the targeted location. Only usable outdoors. Lasts 1 min.
Mend Pet	16		Heals your pet for 25% of its total health over 10 sec.
Counter Shot	22		Interrupts spellcasting, preventing any spell in that school from being cast for 3 sec.
Aspect of the Cheetah	24		The Hunter takes on the aspect of a cheetah, increasing movement speed by 30%. If the Hunter is hit by an attack, their movement will be slowed by 70% for 4 sec. Only one Aspect can be active at a time.
Multi-Shot	24		Fires several missiles, hitting your current target and all enemies within 8 yards for Physical damage.
Freezing TrapFrost Trap	28		Place a frost trap that freezes the first enemy that approaches, incapacitating them for up to 1 min. Any damage caused will break the ice. Only one target can be Freezing Trapped at a time. Trap will exist for 1 min.
Feign Death	32		Feign death, tricking enemies into ignoring you. Lasts up to 6 min.
Tranquilizing Shot	35		Removes 1 Enrage and 1 Magic effect from an enemy target.
Explosive TrapFire Trap	38		Place a fire trap that explodes when an enemy approaches, causing Fire damage and burning all enemies within 10 yards for additional Fire damage over 20 sec. Trap will exist for 1 min.
Flare	38		Exposes all hidden and invisible enemies within 10 yards of the targeted area for 20 sec.
Trueshot Aura	39		Grants 10% increased melee and ranged attack power to all party and raid members within 100 yards.
Mail	40		Allows you to equip Mail armor items.
Call Pet 3	42		Summons your third pet to you.
Misdirection	42		You misdirect threat to the targeted party or raid member. All threat caused by your attacks for the next 8 sec will be transferred to the target.
Ice TrapFrost Trap	46		Place a frost trap that creates an ice slick around itself for 30 sec when the first enemy approaches it. All enemies within 10 yards will be slowed by 50% while in the area of effect. Trap will exist for 1 min.
Trap Launcher	48		While active, your Traps are launched to a target location within 40 yards. Lasts until cancelled.
Distracting Shot	52		Distracts the target to attack you for 6 sec, and increases threat you generate for 6 sec.
Aspect of the Pack	56		Party and raid members within 40 yards take on the aspects of a pack of cheetahs, increasing movement speed by 30%. Anyone hit by an attack while in this aspect will move 70% slower for 4 sec. Only one Aspect can be active at a time.
Call Pet 4	62		Summons your fourth pet to you.
Master's Call	74		Your pet removes all root and movement impairing effects from itself and its target, and grants immunity to all such effects for 4 sec.
Deterrence	78		You deflect all attacks and take 30% less damage for 5 sec, but you cannot attack.
Call Pet 5	82		Summons your fifth pet to you.
Aspect of the Fox	84		Party and raid members within 40 yards take on the aspects of a fox, allowing them to move while casting all spells and abilities for 6 sec. Only one Aspect can be active at a time.
Camouflage	85		You and your pet blend into your surroundings, becoming untargetable by ranged attacks. Reduces the range at which enemy creatures can detect you, and provides stealth while stationary. Traps can be used while camouflaged, but any damage done by you or your pet will cancel the effect. Lasts 1 min, or 6 sec if cast in combat.

TALENTS

Talent	icon	Description	Notes
Level 15 Tier (Mobility)			
Posthaste		Disengage also frees you from all movement impairing effects and increases your movement speed by 60% for 8 sec.	A good choice for PvP or moving around faster without having to mount.
Narrow Escape		Disengage also activates a web trap which immobilizes all targets within 8 yards for 8 sec.	Useful for escaping melee classes in PvP.
Crouching Tiger, Hidden Chimaera		Reduces the cooldown of Disengage by 10 sec, and the cooldown of Deterrence by 60 sec.	This is the PvE talent of choice. Being able to cast Deterrence more often is big survivability increase in raids.
Level 30 Tier (Control)			
Binding Shot		Fires a magical projectile, tethering the enemy and any other enemies within 5 yards for 10 sec, stunning them for 5 sec if they move more than 5 yards from the arrow. 45 second cooldown.	Some of the most potent AoE crowd control available. Great for stunning large groups of monsters.
Wyvern Sting		A stinging shot that puts the target to sleep, incapacitating them for 30 sec. Any damage will cancel the effect. 45 second cooldown.	Using this along with Freezing Trap will allow you to lock down 2 monsters for extended periods. The incapacitate effect only lasts for 6 seconds in PvP.
Intimidation		Command your pet to intimidate the target, stunning it for 3 sec. 1 minute cooldown.	Your pet must be in melee range of the target for this to work. Does not work when using the Lone Wolf talent.
Level 45 Tier (Survivability)			
Exhilaration		Instantly heals you for 22% and your pet for 100% of max health. 2 minute cooldown.	It will save your life in a pinch, but it has a fairly long cooldown. In most cases, not recommended over Spirit Bond.
Iron Hawk		Reduces all damage taken by 10%.	A strong raiding talent. Preventing incoming damage makes the healer's job easier.
Spirit Bond		While your pet is active, you and your pet will regenerate 2% of total health every 2 sec.	A great talent for almost every situation, these heals add up quickly. Does not work when using the level 100 Lone Wolf talent.
Level 60 Tier (Focus)			
Steady Focus		Using Steady Shot or Cobra Shot twice in a row (or Focusing Shot once) increases your Focus Regeneration by 50% for 10 sec.	This talent only affects passive Focus regeneration. Over a long period of time, such as a boss fight, it can add up to a lot of extra Focus.
Dire Beast		Summons a powerful wild beast to attack your target for 15 sec. Each time the beast deals damage, you will gain 2 Focus. 30 second cooldown.	The favored talent for Beast Mastery as the summoned beast's damage is affected by Master of Beasts.
Thrill of the Hunt		You have a 6% chance per 10 Focus spent on Focus-costing attacks to trigger Thrill of the Hunt.Thrill of the Hunt reduces the Focus cost of your next 3 Arcane Shots, Aimed Shots, or Multi-Shots by 20.	An excellent choice for Marksmanship as it reduces the high Focus cost of Aimed Shot and allows free-to-cast Multi-Shots in combination with Bombardment.
Level 75 Tier (Cooldowns)			
A Murder of Crows		Summons a flock of crows to attack your target over the next 15 sec. If the target dies while under attack, the cooldown is reset. Costs 30 Focus. 1 minute cooldown.	Due to its relatively short cooldown, this should be used as often as possible. If the target dies with Crows active, the ability can be used again immediately.
Blink Strikes		Your pet's Basic Attacks deal 50% increased damage, can now be used from 30 yards away, and will instantly teleport them behind their target.	An ideal talent for Beast Mastery to increase both pet damage and mobility, but the blink component can only happen once every 20 seconds. Does not work when using the Lone Wolf talent.
Stampede		Summons all of your pets to fight your current target for 20 sec. While in an Arena or Battleground, these pets deal only 25% of their normal damage.	Summons your other 4 active pets to fight with your primary pet. An extremely powerful burst damage cooldown, but the tradeoff is it can only be used once every 5 minutes.
Level 90 Tier (Heavy Artillery)			
Glaive Toss		You hurl two glaives toward a target, each dealing damage to each enemy struck and reducing movement speed by 30% for 3 sec. The primary target will take 4 times as much damage from each strike. The Glaives will return back to you, damaging and snaring targets again as they return. Costs 15 Focus. 15 second cooldown.	The most versatile of all the level 90 talents. This can be used to your advantage by putting as many targets as possible between yourself and your primary target so they are all hit by the glaives.
Powershot		A powerful shot which deals 450% weapon damage to the target and 225% weapon damage to all enemies between you and the target. All enemies hit are knocked back. Costs 15 Focus. 45 second cooldown.	Deals a lot of damage, but the knockback component makes it not the best choice for group PvE content. It's a fun talent to use in PvP.
Barrage		Rapidly fires a spray of shots for 3 sec, dealing a total of 960% weapon damage to the enemy target and an average of 480% weapon damage to each other enemy target in front of you. Useable while moving. Costs 60 Focus. 20 second cooldown.	The strongest AoE talent by a wide margin. Everything in a large cone in front of the hunter will take damage. Due to its high Focus cost, it is beneficial to save extra Focus shortly before its cooldown is finished.
Level 100 Tier (Class Enhancements)			
Exotic Munitions		Allows you to modify your ranged weapon to use exotic munitions.Only one exotic munition can be active at one time.	Modifies your ammunition to suit any situation. Recommended choices are Incendiary for AoE damage, Poisoned for single target damage, and Frozen for PvP. The ammo type can be changed at any time.
Incendiary Ammo		Arms your ranged weapon with exotic ammunition that lasts for 1 hour. Each autoshot deals 20% additional weapon damage as Fire to all enemies within 8 yards of the initial target.	
Poisoned Ammo		Arms your ranged weapon with exotic ammunition that lasts for 1 hour. Each autoshot deals additional Nature damage over 16 sec. When this effect is refreshed, the remaining damage will be added to the new effect.	
Frozen Ammo		Arms your ranged weapon with exotic ammunition that lasts for 1 hour. Each autoshot deals 20% additional weapon damage as Frost and reduces the target's movement speed by 50% for 4 sec.	
Focusing Shot		Carefully line up a shot at the target that deals 120% weapon damage and focuses you, generating 50 Focus. Cannot be cast while moving. Replaces Steady Shot and Cobra Shot.	Has a longer cast time than normal Focus generators, but generates a lot more Focus per cast. Requires a high skill level in order to get the most out of it.
Lone Wolf (Survival, Marksmanship)		While you don't have a pet active, your damage dealt with Auto Shot, Arcane Shot, Aimed Shot, Black Arrow, Explosive Shot, and Chimaera Shot is increased by 30% and you are able to provide one of several beneficial effects to your party and raid.	A good choice for Hunters who do not enjoy playing with a pet. There is a significant damage bonus to make up for the loss of the pet, but some abilities and talents will no longer be available to use without a pet. Does not increase the damage of any talents or AoE abilities such as Multi-Shot.
Adaptation (Beast Mastery)		Increases the effect of your pet's Combat Experience to 85% increased damage. Your pet now gains the following abilities, regardless of its active spec: Spiked Collar, Roar of Sacrifice, Cornered, Boar's Speed, Last Stand, Blood of the Rhino, Great Stamina.	Your pet will deal significantly more damage, gain a large survivability increase, and will receive almost all of the abilities from all three pet specializations. If you've dreamt of having the most powerful pet possible, this is your talent.

BEAST MASTERY



Beast Mastery Hunters rely on their pets more than the other Hunter specializations. They are known for their strong burst damage with hard hitting combos like Bestial Wrath and Kill Command, along with powerful passives such as Beast Cleave. Beast Mastery Hunters have access to Exotic pet families, which are pets that come with three special abilities instead of the standard one ability other pets have.

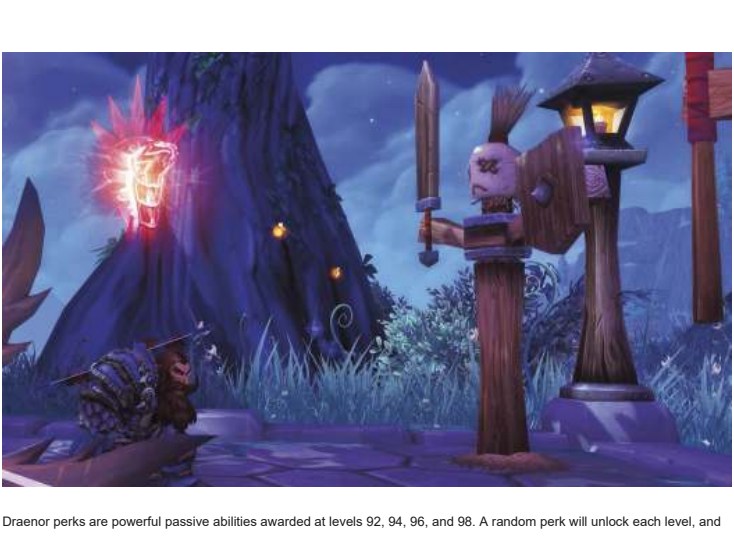
MASTERY: MASTER OF BEASTS

Increases the damage done by all of your combat pets. Each point of mastery increases pet damage by an additional amount.

SPECIALIZATION ABILITIES

name	Level	icon	description
Arcane Shot	1		An instant shot that causes 100% Arcane damage.
Kill Command	10		Give the command to kill, causing your pet to instantly inflict damage to its target. 25 yard range.
Beast Cleave	24		After you Multi-Shot, your pet's melee attacks and their multistrikes also strike all other nearby enemy targets for 75% as much for the next 4 sec.
Focus Fire	32		Your pet's Basic Attacks have a 40% chance to trigger Frenzy, granting 4% increased attack speed for 30 sec, stacking up to 5 times.Focus Fire consumes all your pet's Frenzy, restoring 6 Focus to your pet and increasing your haste by 6% per Frenzy application consumed. Lasts for 20 sec.
Kill Shot	35		You attempt to finish off a wounded target, dealing Physical damage. Only useable on enemies with less than 20% health. If the target dies, the Hunter will regain 15% of maximum health. If Kill Shot fails to kill the target, the cooldown is reset.
Bestial Wrath	40		Sends you and your pet into a rage for 10 sec. Your pet deals 20% additional damage and breaks all loss of control effects. You deal 10% more damage and your shots cost 50% less Focus.
Cobra Strikes	43		Your successful Arcane Shots have a 15% chance to grant you 2 charges of Cobra Strikes. Each charge causes 1 of your pet's Basic Attacks to critically hit. Max 6 charges.
Kindred Spirits	58		Increases your maximum Focus and your pet's maximum Focus by 20.
Invigoration	63		Your pet's successful Basic Attacks have a 15% chance to grant you 20 Focus, and your auto-shot critical strikes grant your pet 15 Focus.
Exotic Beasts	69		You master the art of beast training, teaching you the ability to tame Exotic pets.
Mastery: Master of Beasts	80		Increases the damage done by your pets by 16%.
Cobra Shot	81		Deals Nature damage and generates 14 Focus. Useable while moving.
Animal Handler	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS



Draenor perks are powerful passive abilities awarded at levels 92, 94, 96, and 98. A random perk will unlock each level, and by level 98 all will be unlocked. Perks for the other two specializations are also unlocked in the background.

Perk	Description
Enhanced Basic Attacks	Your pet's basic attacks have a 15% chance to reset the basic attack cooldown and make the next basic attack free.
Enhanced Camouflage	You heal 3% of your maximum health every 1 sec while Camouflage is active.
Improved Beast Cleave	Your pet's attacks strike nearby enemy targets for an additional 25% of damage done while Beast Cleave is active.
Improved Focus Fire	Focus Fire now also grants 2% increase to attack power per Frenzy stack consumed.

ROTATION

Hunters use a priority-based system rather than a set-in-stone rotation. In simplest terms, cast the first ability available from the rotation list below. If the first ability cannot be cast, keep drilling down the list until something can be cast, and then restart from the top for each subsequent cast. To maximize damage, always be casting something on every global cooldown.

- Cast Kill Shot when available.
- Cast Bestial Wrath when available.
- Cast Kill Command when available.
- Cast Focus Fire when it reaches 5 stacks (the button will glow).
- Cast Arcane Shot to spend excess focus (but leave enough for your next Kill Command).
- Cast Multi-Shot in place of Arcane Shot when facing multiple enemies.
- Cast Cobra Shot to regenerate Focus.

GROUP PLAY

The pet's Growl ability should always be turned off inside dungeons and raids. Use Freezing Trap in combination with Trap Launcher to help crowd control monsters on difficult pulls. Since the pet does a large portion of your damage, always remember to keep an eye on its health and use Mend Pet if it gets low.

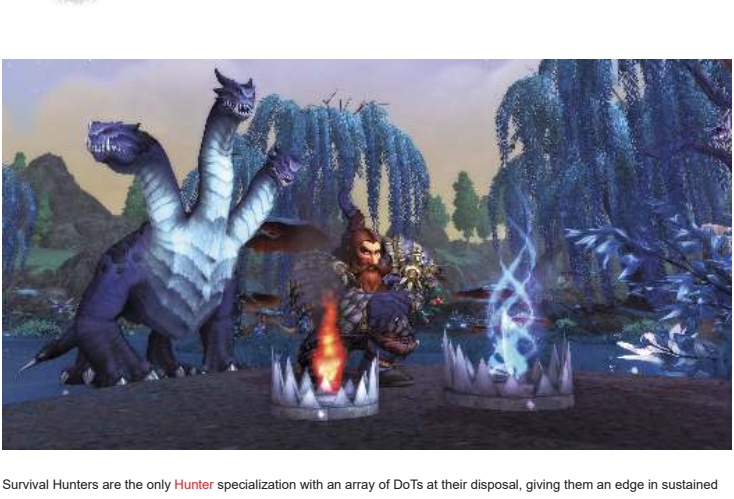
GROUP BUFFS

Hunters provide the 10% attack power buff with Trueshot Aura. Beast Mastery Hunters can bring Exotic Pets to their group to provide up to two additional group buffs.

PREPARING FOR HIGH-END CONTENT

Beast Mastery Hunters favor the Mastery stat above all others because of the Animal Handler passive, which grants a 5% boost to all sources of Mastery. Come prepared to raids with Agility flasks and Mastery buff food, and enchant gear with Mastery when possible. One of the benefits of being a Hunter is the ability to provide any buff that your raid's composition may be missing. It's worthwhile to take some time and tame at least one pet for each of the available raid buffs to be prepared and help your raid group as best as possible. Remember to pay special attention to your pet's status at all times because it's responsible for about half of your damage. Don't let it stop attacking and don't let it die.

SURVIVAL



Survival Hunters are the only Hunter specialization with an array of DoTs at their disposal, giving them an edge in sustained damage over burst damage. Living up to their name, Survival Hunters are also the heartiest, with passives like Survivalist and Enhanced Camouflage to keep them alive longer. Survival Hunters can use their traps more often and to greater effect, giving them extra control over their enemies.

MASTERY: ESSENCE OF THE VIPER

Increases all magical damage you deal. Each point of mastery increases magic damage by an additional amount.

SPECIALIZATION ABILITIES

name	Level	icon	Description
Arcane Shot	1		An instant shot that causes 100% Arcane damage.
Explosive Shot	10		You fire an explosive charge into the enemy target, dealing (39% of Attack Power) Fire damage initially and every second for 2 sec.
Survivalist	10		Increases the damage of your Multistrikes by 20%. After killing a target, you gain 15% health over 10 sec.
Trap Mastery	10		Reduces the cooldown of all traps and Black Arrow by 6 sec, and provides additional benefits on each Trap.Ice Trap and Freezing Trap: Increases duration by 30%.Explosive Trap and Black Arrow: Increases damage over time done by 30%.Snake Trap: Increases number of snakes summoned by 4.
Black Arrow	50		Fires a Black Arrow at the target, dealing (400% of Attack power) damage over 20 sec.Your Black Arrow periodic damage has a 20% chance to trigger Lock and Load, causing your next two Explosive Shots to cost no Focus and trigger no cooldown.When Black Arrow is dispelled, its cooldown is reset.
Entrapment	55		When your Ice Trap or Snake Trap are triggered you entrap all afflicted targets, preventing them from moving for 4 sec.
Serpent Sting	68		Targets hit by your Multi-Shot and Arcane Shot are also afflicted by Serpent Sting, dealing (160% of Attack Power) Nature damage over 15 sec.
Mastery: Essence of the Viper	80		Increases all magical damage you deal by 8%.
Cobra Shot	81		Deals 60% Nature damage and generates 14 Focus. Useable while moving.
Lightning Reflexes	90		You gain 5% more of the Multistrike stat from all sources.

DRAENOR PERKS

Draenor perks are powerful passive abilities awarded at levels 92, 94, 96, and 98. A random perk will unlock each level, and by level 98 all will be unlocked. Perks for the other two specializations are also unlocked in the background.

Perk	Description
Empowered Explosive Shot	Increases the duration of Explosive Shot by 1 sec.
Enhanced Camouflage	You heal 3% of your maximum health every 1 sec while Camouflage is active.
Enhanced Entrapment	The root effect from your Entrapment requires 100% additional damage to break from taking damage.
Enhanced Traps	Reduces the cooldown on all your traps by 50%.

ROTATION

Hunters use a priority-based system rather than a set-in-stone rotation. In simplest terms, cast the first ability available from the rotation list below. If the first ability cannot be cast, keep drilling down the list until something can be cast, and then restart from the top for each subsequent cast. To maximize damage, always be casting something on every global cooldown.

- Cast Explosive Shot when available.
- Cast Black Arrow when available.
- Cast Arcane Shot spend excess Focus.
- Cast Multi-Shot in place of Arcane Shot when facing multiple enemies.
- Cast Cobra Shot to regenerate Focus.

GROUP PLAY

The pet's Growl ability should always be turned off inside dungeons and raids. Use Freezing Trap in combination with Trap Launcher to help crowd control monsters on difficult pulls. The Entrapment passive can control large numbers of monsters temporarily with Ice Trap. Use Misdirection to redirect stray monsters to your tank.

GROUP BUFFS

Hunters provide the 10% attack power buff with Trueshot Aura. Survival Hunters can bring one additional buff depending on their chosen pet.

PREPARING FOR HIGH-END CONTENT

Survival Hunters favor the Multistrike stat above all others because of the Lightning Reflexes passive, which grants a 5% boost to all sources of Multistrike. Come prepared to raids with Agility flasks and Multistrike buff food, and enchant gear with Multistrike when possible. One of the benefits of being a Hunter is the ability to provide any buff that your raid's composition may be missing. It's worthwhile to take some time and tame at least one pet for each of the available raid buffs to be prepared and help your raid group as best as possible. Survival is the only Hunter specialization capable of applying DoTs to multiple targets with Arcane Shot and Multi-Shot—use this to your advantage!

MARKSMANSHIP

Marksmanship has a slower, methodical pace to its gameplay. The number of shots fired is reduced in favor of harder hitting individual shots. Marksmanship's primary Focus spender, Aimed Shot, has a long cast time but deals more damage than Arcane Shot. Marksmanship Hunters are the true snipers of Azeroth, having the longest potential attack range of any class in the game, with bonuses to damage and range when standing still.

MASTERY: SNIPER TRAINING

When you stand still for 3 seconds, you gain increased damage, critical hit damage, and shot range. Bonus lasts 6 seconds after you start moving again. Each point of mastery increases the bonuses by an additional amount.

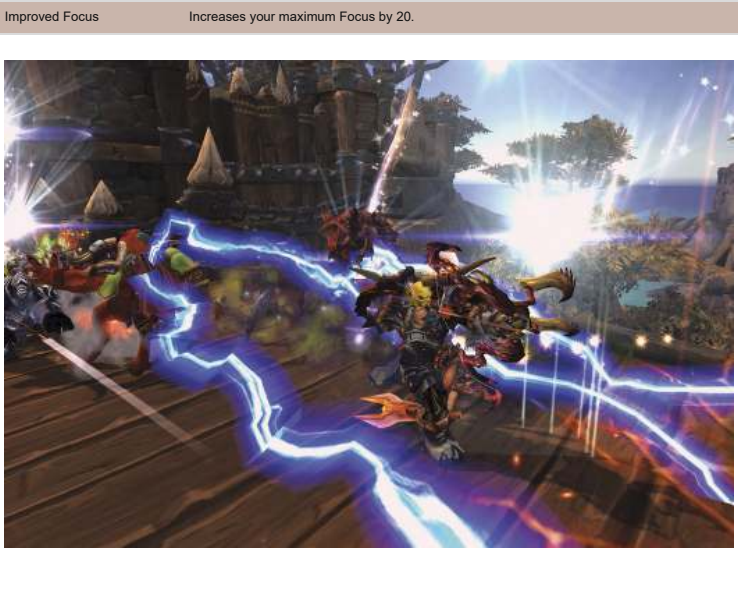
SPECIALIZATION ABILITIES

name	Level	icon	Description
Steady Shot	3		A steady shot that causes 75% Physical damage and generates 14 Focus. Useable while moving.
Aimed Shot	10		A powerful aimed shot that deals 420% Physical damage Castable while moving.
Careful Aim	20		Increases the critical strike chance of your Steady Shot and Aimed Shot by 60% on targets who are above 80% health or while Rapid Fire is active.
Kill Shot	35		You attempt to finish off a wounded target, dealing 660% Physical damage. Only useable on enemies with less than 20% health. If the target dies, the Hunter will regain 15% of maximum health. If Kill Shot fails to kill the target, the cooldown is reset.
Bombardment	45		Your critical strikes with Multi-Shot cause your subsequent Multi-Shots to cost 25 less Focus and cause 60% additional damage for 5 sec.
Rapid Fire	54		Increases haste by 40% for 15 sec.
Chimaera Shot	60		A two-headed shot that hits your primary target and another nearby target, dealing Nature or Frost damage to each target.
Mastery: Sniper Training	80		When you stand still for 3 sec, you gain Sniper Training for 6 sec, which increases your damage, shot range, and critical strike damage by 4%.
Lethal Shots	90		You gain 5% more of the Critical Strike stat from all sources.

DRAENOR PERKS

Draenor perks are powerful passive abilities awarded one per level from levels 91 – 99. You will unlock a random perk each level, but by the time you are fully leveled up you will have them all. Perks for the other two specializations are also unlocked as you level up.

Perk	Description
Enhanced Aimed Shot	Your Aimed Shot critical strikes grant you 20 Focus.
Enhanced Camouflage	You heal 3% of your maximum health every 1 sec while Camouflage is active.
Enhanced Kill Shot	Kill Shot can now be used on targets with 35% or less health.
Improved Focus	Increases your maximum Focus by 20.



ROTATION

Hunters use a priority-based system rather than a set-in-stone rotation. In simplest terms, cast the first ability available from the rotation list below. If the first ability cannot be cast, keep drilling down the list until something can be cast, and then restart from the top for each subsequent cast. To maximize damage, always be casting something on every global cooldown.

- Cast Chimaera Shot when available.
- Cast Kill Shot when available.
- Cast Rapid Fire when available.
- Cast Aimed Shot to spend excess Focus.
- Cast Multi-Shot in place of Aimed Shot when facing 4 or more enemies in close proximity.
- Cast Steady Shot to regenerate Focus.

GROUP PLAY

The pet's Growl ability should always be turned off inside dungeons and raids. Use Freezing Trap in combination with Trap Launcher to help crowd control monsters on difficult pulls. Use Misdirection to redirect stray monsters to your tank. Marksmanship's true strength is single target damage, so prioritize that over AoE damage in groups.

GROUP BUFFS

Hunters provide the 10% attack power buff with Trueshot Aura. Marksmanship Hunters can bring one additional buff depending on their chosen pet.

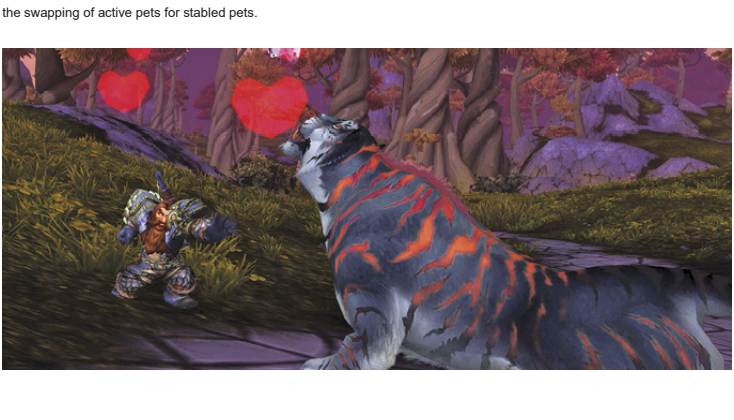
PREPARING FOR HIGH-END CONTENT

Marksmanship Hunters favor the Critical Strike stat above all others because of the Lethal Shots passive, which grants a 5% boost to all sources of Critical Strike. Come prepared to raids with Agility flasks and Critical Strike buff food, and enchant gear with Critical Strike when possible. One of the benefits of being a Hunter is the ability to provide any buff that your raid's composition may be missing. It's worthwhile to take some time and tame at least one pet for each of the available raid buffs to be prepared and help your raid group as best as possible. Marksmanship Hunters need to master their movement management to reach their full damage potential. While everything can be cast on the move, it is best to keep the Sniper Training buff active as often as possible.

PETS

There are 48 different families of beasts to be found in the world, all of them with unique abilities and buffs. Hunters and their pets have a symbiotic relationship. Pets not only deal extra damage for the Hunter but are capable of tanking enemies so the Hunter can fire their shots uninterrupted from a safe distance.

Hunters are limited to having one summoned pet at a time, which can be quickly swapped in the field from one of five active pets. The pet stable can hold an additional 50 pets. Stable Masters can be found in every major city and settlement and allow the swapping of active pets for stabled pets.



PET TALENTS

Pet specializations can be changed at any time when out of combat in the talent interface. Ferocity pets are ideal for group PvE content, Cunning pets make excellent PvP companions, and Tenacity pets are often the best for soloing difficult content.

FEROCITY

name	icon	Description
Avoidance		Reduces the damage your pet takes from creature area of effect attacks by an additional 90%.
Combat Experience		Increases all damage done by your pet by 50%.
Dash		Increases your pet's movement speed by 80% for 16 sec.
Heart of the Phoenix		When used, your pet will miraculously return to life with full health.
Spiked Collar		Increases the damage done by your pet's Basic Attacks by 10%, and increases your pet's attack speed by 10%, and increases your pet's critical strike chance by 10%.

CUNNING

name	icon	Description
Avoidance		Reduces the damage your pet takes from creature area of effect attacks by an additional 90%.
Boar's Speed		Increases your pet's movement speed by 30%.
Bullheaded		Removes all movement impairing effects and all effects which cause loss of control of your pet, and reduces damage done to your pet by 20% for 12 sec.
Combat Experience		Increases all damage done by your pet by 50%.
Cornered		When at less than 35% health, your pet does 50% more damage and has a 60% reduced chance to be critically hit.
Dash		Increases your pet's movement speed by 80% for 16 sec.
Roar of Sacrifice		When used, your pet will miraculously return to life with full health.

TENACITY

name	icon	Description
Avoidance		Reduces the damage your pet takes from creature area of effect attacks by an additional 90%.
Blood of the Rhino		Increases all healing effects on your pet by 40%, increasing your pet's armor by 20%, and reduces your pet's chance to be critically hit by melee attacks by 6%.
Charge		Your pet charges an enemy, immobilizing the target for 1 sec, and increasing the pet's melee attack power by 25% for its next attack.
Combat Experience		Increases all damage done by your pet by 50%.
Great Stamina		Increases your pet's total health by 12%.
Last Stand		Your pet temporarily gains 30% of its maximum health for 20 sec. After the effect expires, the health is lost.
Thunderstomp		Shakes the ground with thundering force, doing Nature damage to all enemies within 8 yards. This ability causes a moderate amount of additional threat.

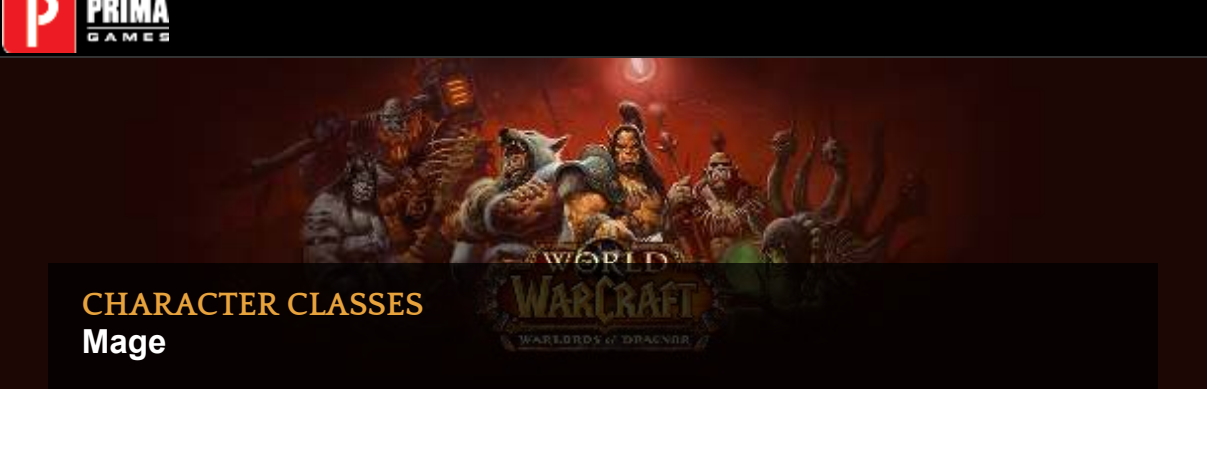
EXOTIC PETS

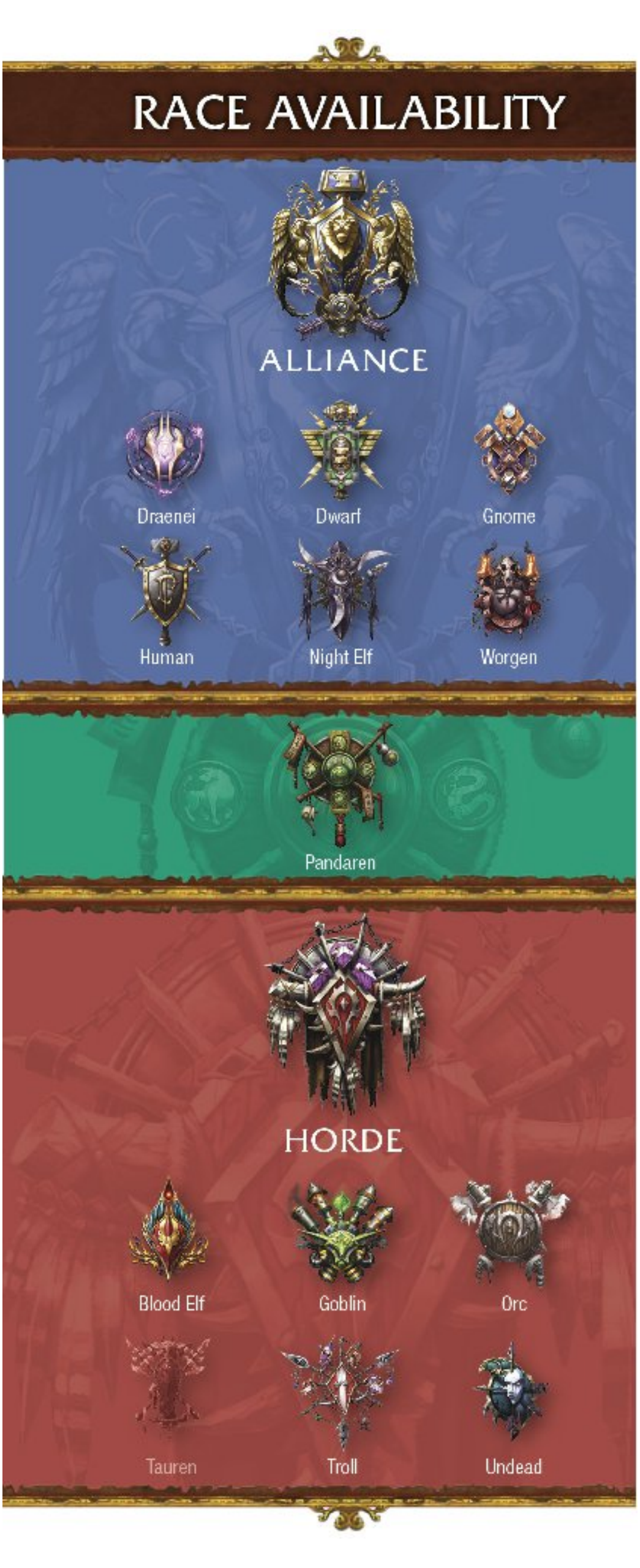
Exotic Pet families can only be tamed by Beast Mastery Hunters. Exotic Pets have a total of 3 special abilities or buffs compared to the single ability or buff that normal pet families have.

Pet	icon	Ability	Description
Chimaera		Froststorm Breath	The Chimera channels a frozen breath attack, causing Froststorm damage every 2 sec for 8 sec to all enemies within 12 yards.
		Frost Breath	Your pet simultaneously breathes frost and lightning at an enemy target, slowing the target for 5 sec.
		Duality	The Chimaera's skillful twin-headed attacks inspire your raid, increasing their multistrike chance by 5%.
Clefthoof		Thick Hide	When falling below 40% health, the Clefthoof's skin will thicken, granting 50% reduced incoming damage for 12 sec. This effect can only occur once every 120 sec.
		Wild Strength	The Clefthoof's presence inspires your raid, granting them 3% Versatility and 5% multistrike chance.
Core Hound		Ancient Hysteria	Increases haste by 30% for all party and raid members within 100 yards. Lasts 40 sec. Allies receiving this effect will become Sated and be unable to benefit from Bloodlust or Time Warp again for 10 min.
		Molten Hide	When the core hound takes melee attacks, it infuses its hide with molten lava, causing Fire damage to all further melee attackers for 10 sec. Molten Hide can only activate every 60 sec.
		Double Bite	Your pet's ancient experience of attacking multiple times at once imbues your raid with a 5% increased multistrike chance.
Devilsaur		Feast	The devilsaur feasts on a nearby Humanoid or Beast corpse within 5 yards, healing it for 20% of its maximum health and restoring 20 focus over 6 sec.
		Monstrous Bite	Your devilsaur ferociously bites the enemy, reducing the effectiveness of any healing received for 10 sec.
		Terrifying Roar	The devilsaur lets out a terrifying roar, increasing the critical strike chance of all party and raid members by 5%.
Quilen		Eternal Guardian	Returns the spirit to the body, restoring a dead target to life with 60% health and 20% mana.
		Fearless Roar	The quilen lets out a fearless roar, increasing the critical strike chance of all party and raid members by 5%.
		Stone Armor	When falling below 40% health, the quilen's skin will change to stone, causing it to take 30% less damage and regenerate 3% of its maximum health every 1 sec for 8 sec. This effect can only occur once every 120 sec.
Rylak		Savage Vigor	The rylak roars, granting all party and raid members 5% additional haste and 10% additional Stamina.
		Updraft	Your rylak beats its powerful wings, slowing the fall speed of both itself and the hunter for 30 sec.
Shale Spider		Embrace of the Shale Spider	Fills all friendly party and raid members with the Shale Spider's embrace, increasing Strength, Agility, and Intellect by 5%, and increasing their critical strike chance by 5%.
		Solid Shell	The shale spider hardens its rocky armor, reducing damage taken by 50% for 12 sec.
Silithid		Qiraji Fortitude	Increases party and raid members' Stamina by 10% and spell power by 10%.
		Tendon Rip	Claw at the target's feet, reducing movement speed by 50% for 6 sec.
Spirit Beast		Spirit Beast Blessing	The spirit beast blesses your allies, increasing the mastery of all party and raid members by 550 within 100 yards.
		Spirit Mend	The Spirit Beast heals the current friendly target instantly plus an additional heal over 10 sec.
		Spirit Walk	Puts your pet in stealth mode, but slows its movement speed by 50%. The first attack from stealth receives a 20% bonus to damage. Lasts until cancelled.
Water Strider		Still Water	Infuses all party and raid members within vision with still water, increasing their spell power by 10% and their critical strike chance by 5%.
		Surface Trot	Allows the Hunter and the Water Strider to walk across water. Any damage will cancel the effect.
Worm		Burrow Attack	The Worm burrows into the earth and shakes the ground above, dealing Nature damage over 8 sec.
		Strength of the Earth	Increases your raid member's Strength, Agility, and Intellect by 5% and Versatility by 3%.

PETS AVAILABLE TO ALL HUNTERS

Pet	icon	Ability	Description
Basilisk		Multistrike Buff	Increases multistrike chance by 5% for party and raid members.
Bat		Sonic Focus	Emits a piercing shriek, increasing multistrike chance by 5%.
Bear		Invigorating Roar	The bear roars, increasing the Stamina of all party and raid members by 10%.
		Rest	You command your pet Bear to take a rest.
Beetle		Harden Carapace	Hardens up, reducing damage taken by 50% for 12 sec.
Bird of Prey		Tenacity	A master of lone survival, the Bird of Prey increases your raid's Versatility by 3%.
		Trick	You command your Bird of Prey to do a trick. Larger birds may not be interested.
Boar		Indomitable	The boar's fearless approach to battle inspires your raid, increasing Versatility by 3%.
Carrion Bird		Bloody Screech	The Carrion Bird screeches, causing Mortal Wounds on the target.
Cat		Prowl	Puts your pet in stealth mode, but slows its movement speed by 50%. The first attack from stealth receives a 20% bonus to damage.
		Roar of Courage	The beast lets out a roar of courage, increasing the mastery of all party and raid members by 550 within 100 yards.
Crab		Harden Shell	The crab's shell hardens, reducing damage taken by 50% for 12 sec.
Crane		Gift of Chi-Ji	Returns the spirit to the body, restoring a dead target to life with 60% health and 20% mana.
		Trick	You command your Crane to do a trick.
Crocolisk		Ankle Crack	Snap at the target's feet, reducing movement speed by 50% for 6 sec.
Direhorn		Reflective Armor Plating	Deflects all spells cast in front of the Direhorn for 6 sec.
Dog		Bark of the Wild	Increases your raid member's Strength, Agility, and Intellect by 5%.
Dragonhawk		Spry Attacks	The quick dragonhawk imbues your raid with its powerful magic, increasing multistrike chance by 5%.
Fox		Agile Reflexes	The fox heightens its senses, increasing dodge chance by 30% for 10 sec.
		Play	Puts your Fox into a playful state.
Goat		Sturdiness	Infuses the target with vitality, increasing Stamina by 10%.
Gorilla		Blessing of Kongs	Increases your raid member's Strength, Agility, and Intellect by 5%.
Hydra		Keen Senses	The hydra heightens its senses, increasing the mastery of all party and raid members by 550 within 100 yards.
Hyena		Cackling Howl	The hyena lets out a cackling howl, increasing the haste of all party and raid members within 100 yards by 5%.
Monkey		Primal Agility	The monkey heightens its senses, increasing dodge chance by 30%.
Moth		Dust of Life	Returns the spirit to the body, restoring a dead target to life with 60% health and 20% mana.
Nether Ray		Ancient Hysteria	Increases haste by 30% for all party and raid members within 100 yards. Lasts 40 sec. Allies receiving this effect will become Sated and be unable to benefit from Bloodlust or Time Warp again for 10 min.
Porcupine		Defensive Quills	The porcupine protects its allies with defensive quills, increasing Versatility by 3%.
		Rest	You command your pet Porcupine to take a rest.
Raptor		Strength of the Pack	The raptor lets out a terrifying roar, increasing the critical strike chance of all party and raid members by 5%.
Ravager		Chitinous Armor	The ravager's chitinous armor increases your raid's Versatility by 3%.
Riverbeast		Mortal Wounds	Target takes reduced healing.
Scorpid		Deadly Sting	The scorpion lashes out with its tail, stinging the target and causing the Mortal Wounds effect.
Serpent		Serpent's Cunning	Increases the spell power of all party and raid members by 10%.
Spider		Web Spray	Shoot webs at the target, slowing movement by 50% for 6 sec.
Sporebat		Energizing Spores	Surrounds all friendly party and raid members with energizing spores, increasing haste by 5%.
Stag		Grace	Graceful and elegant, the Stag increases your raid's Versatility by 3%.
Tallstrider		Plainswalking	The tallstrider enhances your allies, increasing the mastery of all party and raid members by 550 within 100 yards.
Turtle		Shell Shield	The turtle partially withdraws into its shell, reducing damage taken by 50% for 12 sec.
Warp Stalker		Warp Time	Slows time around the enemy, reducing their movement speed by 50% for 6 sec.
Wasp		Speed of the Swarm	The wasp enhances its allies, increasing the haste of all party and raid members within 100 yards by 5%.
Wind Serpent		Breath of the Winds	The wind serpent causes windy gusts, increasing your raid's multistrike chance by 5%.
Wolf		Furious Howl	The wolf lets out a furious howl, increasing the critical strike chance of all party and raid members by 5%.





MAGE

Mages are a ranged damage dealing class specializing in manipulation of the elements of Fire, Frost, and Arcane energies. Their only group role is dealing damage, and Mages excel at offering a variety of damaging spells for any situation.

Frost Mages are especially suited to both damaging and controlling their enemies, including slows, roots, and burst damage. Frost is the only Mage specialization that includes a pet component in the form of a Water Elemental. Fire Mages utilize devastating damage spells and DoT abilities to incinerate foes. Arcane Mages deal in the raw element of magic itself, requiring precision and forethought to unleash maximum damage.

All Mages also bring a useful collection of utility, including portal spells, conjuring refreshment for their group, a passive spell power and critical strike buff, as well as a new raid cooldown that increases healing received by party members.

The Mage is an extremely accessible class, available to almost all the races of Azeroth including Draenei, Human, Night Elf, Dwarf, Gnome, Worgen, and Pandaren for the Alliance; and Orc, Blood Elf, Forsaken, Troll, Goblin, and Pandaren for the Horde.

BOOSTING TO 90

Mages are one of only two pure casting classes, meaning you will never be called upon to do anything other than damage dealing. Having access to three different damage dealing specializations provides a wide range of possibility for all content.

It's considered polite to put down a refreshment table at the beginning of dungeons, raids, and battlegrounds. Also make sure to cast Arcane Brilliance and have your portal spells accessible. If crowd control is called for, you can cast Polymorph before combat without generating threat. The "Moon" symbol is traditionally used to indicate a Mage polymorph.

Mages have a vast range of base and talented abilities to choose from, enough that it can seem overwhelming at first. Fortunately, many of them have been consolidated. As you grow more adept at playing your Mage, check that you're gradually incorporating easily forgotten abilities such as Slow Fall, Counterspell, and Remove Curse.

Mages have the ability to be one of the most mobile casting classes. A combination of Blink, Scorch or Ice Floes and Blazing Speed can take you far quickly. Use these abilities to flee, avoid harmful abilities, or keep enemies at bay during PvP combat.

If you've ever played a Mage before at any level, you may be looking for the various Mage Armor buffs you'll need to cast. These buffs have become specialization specific passive effects, so you no longer need to cast them and will always have access to the appropriate benefit for your specialization.

CLASS ABILITIES AND RESOURCES

Unlike many other classes, Mages do not have a secondary resource system as such. Their primary and only resource is mana. However, some Mage masteries work in a way that is reminiscent of secondary resources.

Notably, Arcane benefits from stacking and then resetting Arcane Charges. The charges are generated by casting certain spells and consumed when other "finisher" spells are cast. Frost's mastery, Icicles, performs similarly in the sense that it generates icicles every time Frostbolt or Frostfire Bolt is cast. These are stored as additional damage that is unleashed whenever a Mage casts Ice Lance, or whenever an Icicle is generated beyond five, one will automatically fire so that they can't be wasted.

BLINK

Blink allows the Mage to teleport forward 20 yards (unless there is an object in the way). Blink can also free a Mage from stuns and bonds. Blink won't work on all such abilities, but it is effective against a range of player and monster abilities that would otherwise incapacitate you.

Blink's functionality allows it to be used in a variety of situations including blinking through moving boss abilities or out of environmental hazards. Blink has a 15 second cooldown.

TRAVEL

Mages are well known for their ability to create useful portals to help group members travel around Azeroth with ease. Portal spells are learned for every major faction city as well as a few additional ones (e.g., Theramore and Stonard). All of the portal and teleport spells are collected on a single button with a dropdown. Any damage taken or movement while casting a portal or teleport will interrupt your portal, so it's only useful for Mages that are not in combat. Being able to teleport to major cities also means that you can set your hearthstone in an out of the way location for easy access to smaller towns or quest hubs.

AMPLIFY MAGIC

New in Warlords of Draenor is a spell that will increase a Mage's contribution to group or raid survivability. It's called Amplify Magic, and it's a spell with a 2-minute cooldown that will amplify the effects of all helpful magic, increasing all healing received by 12% for party and raid members within 100 yards for six seconds.

This is a unique raid cooldown because instead of mitigating damage, it will help healers to get a group topped off after everyone has taken significant damage.

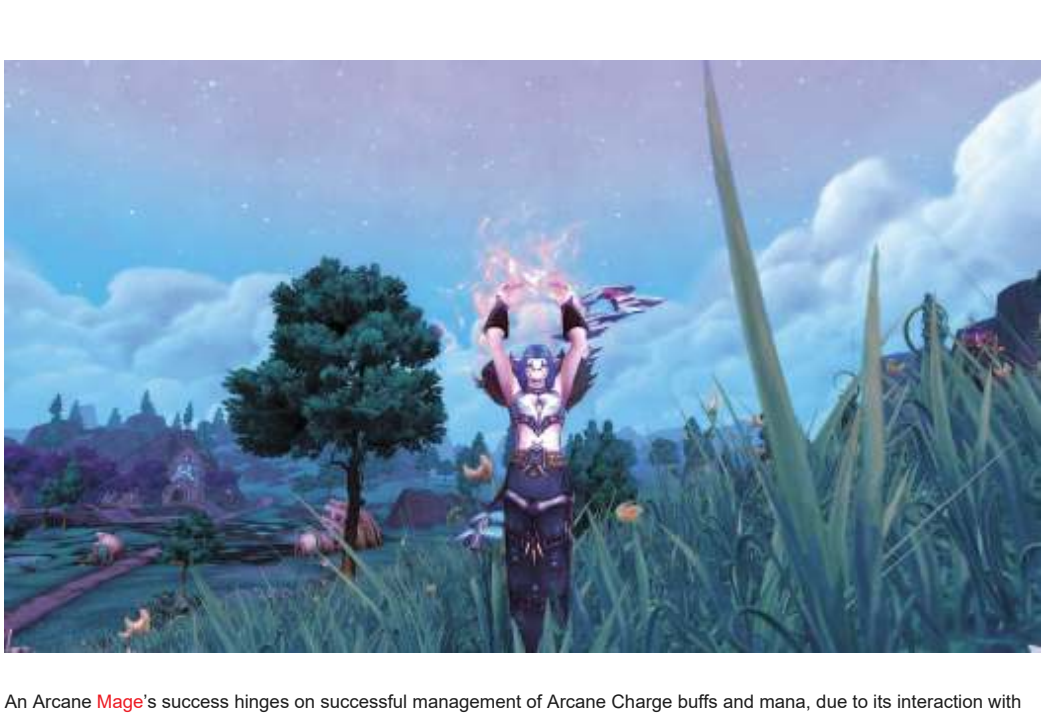
NON-SPECIALIZATION ABILITIES

Name	Level	icon	Description
Frostfire Bolt	1		Launches a bolt of Frostfire at the enemy, causing Frostfire damage and slowing the target's movement by 40% for 8 sec.
Frost Nova	3		Blasts enemies within 12 yds of the caster for Frost damage and freezes them in place for up to 8 sec. Damage caused may interrupt the effect.
Fire Blast	5		Blasts the enemy for Fire damage.
Blink	7		Teleports the caster 20 yards forward, unless something is in the way. Also frees the caster from stuns and bonds.
Counterspell	8		Counters the enemy's spellcast, preventing any spell from that school of magic from being cast for 6 sec.
Polymorph	14		Transforms the enemy into a sheep, forcing it to wander around incapacitated for up to 50 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Humanoids and Critters.
Teleport	17		Teleports the caster to a major city.
Ice Block	26		You become encased in a block of ice, protecting you from all attacks and damage for 10 sec, but during that time you cannot attack, move or cast spells. Causes Hypothermia, preventing you from recasting Ice Block for 30 sec.
Cone of Cold	28		Targets in a cone in front of the caster take Frost damage and are slowed by 60% for 6 sec.
Remove Curse	29		Removes all Curses from a friendly target.
Slow Fall	32		Slows a friendly party or raid target's falling speed for 30 sec.
Conjure Refreshment	38		Conjures mana food providing the Mage and his allies with something to eat. Conjured items disappear if logged out for more than 15 minutes.
Portal	42		Creates a portal, teleporting group members who use it to a major city.
Invisibility	56		Turns the caster invisible over 3 sec, reducing threat each second. While invisible, you are untargetable by enemies. Lasts 20 sec. Invisibility is cancelled if you perform any actions.
Arcane Brilliance	58		Infuses the target with brilliance, increasing their spell power by 10% and their critical strike chance by 5% for 1 hour. If target is in your party or raid, all party and raid members will be affected.
Spellsteal	64		Steals a beneficial magic effect from the target. This effect lasts a maximum of 2 min.
Conjure Refreshment Table	72		Conjures a refreshment table. Raid members can click the table to acquire conjured mana food. The table lasts for 3 min or 50 charges.
Time Warp	84		Warp the flow of time, increasing haste by 30% for all party and raid members within 100 yards. Lasts 40 sec. Allies will be unable to benefit from Bloodlust, Heroism, or Time Warp again for 10 min.
Amplify Magic	87		Amplify the effects of helpful magic, increasing all healing received by 12% for all party and raid members within 100 yards. Lasts 6 sec.

TALENTS

Talent	icon	Description	Notes
Level 15 Tier (Movement)			
Evanesce		Fade into the nether, avoiding all attacks against you for 3 seconds. Castable while another spell is in progress and unaffected by global cooldown.	A survivability talent in a mostly movement-based tier, Evanesce could be a solid choice for very stationary encounters.
Blazing Speed		Suppresses movement slowing effects and increases your movement speed by 150% for 1.5 seconds. Castable while another spell is in progress and unaffected by global cooldown.	This spell is effective at quickly moving you from one area to another when a single Blink isn't sufficient.
Ice Floes		Your next spell can be cast while moving. Castable while another spell is in progress and unaffected by global cooldown. Max 3 charges.	An often necessary choice for Frost Mages, Ice Floes can also be used to increase your casting mobility by either of the other specializations.
Level 30 Tier (Survivability)			
Alter Time		Alters the fabric of time, returning you to your current location and health when cast a second time, or after 15 sec. Effect negated by long distance or death.	A revamped version of the formerly baseline spell, this talent combines survivability with movement to allow you to return to a previous location as well as restoring your health.
Flameglow		Protects you with fiery energy, absorbing damage from each attack against you, up to 30% of each attack.	This is a damage reduction ability, but lacks the pushback negation of Ice Barrier in the same tier.
Ice Barrier		Instantly shields you for 1 min, absorbing damage. While the shield holds, spellcasting will not be interrupted by damage.	Offering a solid damage reduction, Ice Barrier is most notable for preventing any spellcast interruption by damage taken which can translate to higher overall damage done.
Level 45 Tier (Control)			
Ring of Frost		Summons a Ring of Frost for 10 sec at the target location. Enemies entering the ring will become incapacitated for 10 sec. Limit 10 targets.	Useful in specific situations, both PvP and some limited player versus environment (PvE) usage. It can help mitigate the impact of large groups of trash.
Ice Ward		Protects a friendly target for 30 sec. The next 3 melee attacks will trigger a Frost Nova, freezing all enemies within 10 yards for 5 sec.	Allows a party member to freeze enemies with Frost Nova. Be aware that frozen (rooted) enemies will switch targets to hit anything close to them.
Frostjaw		Silences and freezes the target in place for 8 sec. Damage caused may interrupt the effect.	A powerful interrupt combined with a root, this talent is most useful for PvP combat. An extra interrupt can be useful for PvE as well.
Level 60 Tier (Survivability II)			
Greater Invisibility		Instantly makes you invisible and untargetable for 20 sec, removing all threat and two DoT effects. Any action taken cancels this effect. You take 90% reduced damage while invisible and for 3 sec after the effect expires. Replaces Invisibility.	A very powerful mitigation talent, it makes invisibility instant and also removes DoT effects. Consider using it if you often struggle with threat and will remember to use its functionality to remove harmful debuffs.
Cauterize		Fatal damage will instead bring you to 35% health and then burn you for 28% of your max health over 6 sec. This effect cannot occur more than once every 2 min.	This "cheat death" ability becomes better when you are quickly able to remove the burning effect by casting Ice Block. Otherwise, it's recommended to let your healers know you are using it.
Cold Snap		Immediately resets the cooldown of your Ice Block, and Presence of Mind (Arcane), Dragon's Breath (Fire), Cone of Cold (Frost), and Frost Nova spells, and heals you for 22% of your maximum health. Usable during most loss of control effects, and unaffected by global cooldown.	This new iteration of Cold Snap provides benefits for all specializations instead of just Frost. The spells it resets will be of greatest benefit in PvP combat and the 22% heal is also beneficial.
Level 75 Tier (AoE)			
Nether Tempest (Arcane)		Places a Nether Tempest on the target which deals Arcane damage over 12 sec to the target and to all enemies within 10 yards. Limit 1 target. Damage increased by 50% per Arcane Charge at cast time.	A powerful contribution to an Arcane Mage's repertoire, Nether Tempest requires careful consideration of the number of Arcane Charges when cast. You may only choose this Bomb while specialized in Arcane.
Living Bomb (Fire)		The target becomes a Living Bomb, taking Fire damage over 12 sec. When this effect ends, or the target dies, it explodes to deal additional Fire damage to the target and all other enemies within 10 yards. May be spread by Inferno Blast.	Living Bomb is a powerful DoT effect exclusive to Fire Mages. It is a good choice for Mages who are able to keep track of and maximize uptime on their DoTs.
Frost Bomb (Frost)		Places a Frost Bomb on the target for 12 sec triggered by each Ice Lance while the target is frozen. The bomb releases a wave of freezing ice dealing Frost damage to the target and Frost damage to all other enemies within 10 yards. Limit 1 target.	The Frost Mage Bomb option affords solid AoE triggered by Ice Lances in exchange for a cast time.
Unstable Magic		Arcane Blast, Fireball, Frostfire Bolt, and Frostbolt have a 30% chance to explode on impact, dealing an additional 20% damage to the target, and to all other enemies within 8 yards.	This talent provides some AoE functionality tied to each specialization's primary spell. This may be worth it for situations where casting an additional spell for AoE is undesirable.
Supernova (Arcane)		Causes a pulse of Arcane energy around the target enemy or ally, dealing Arcane damage to all enemies within 8 yards, and knocking them upward. A primary enemy target will take 100% increased damage. Max 2 charges. Replaces Frost Nova.	Supernova provides Arcane Mages with an attack that will do AoE damage and knock enemies into the air. This has the potential to be useful in situations where a reprieve from enemy attacks is beneficial. The Mage must give up Frost Nova when taking this talent.
Blast Wave (Fire)		Causes an explosion around the target enemy or ally, dealing Fire damage to all enemies within 8 yards, and reducing movement speed by 70% for 4 sec. A primary enemy target will take 100% increased damage. Max 2 charges. Replaces Frost Nova.	This talent brings back a new version of Fire Mage's old standby, Blast Wave. This incarnation reduces movement speed of surrounding enemies by 70% and would be useful for either PvP or any situation where enemies need to be slowed.
Ice Nova (Frost)		Causes a whirl of icy wind around the target enemy or ally, dealing Frost damage to all enemies within 8 yards, and freezing for 2 sec. A primary enemy target will take 100% increased damage. Max 2 charges. Replaces Frost Nova.	Ice Nova could be very beneficial to a Frost Mage due to its freezing effect and interactions with other Frost abilities. Consider carefully whether this new ability is worth sacrificing Frost Nova in exchange for Ice Nova. This is likely to be situational and may be swapped in depending on the need.
Level 90 Tier (Damage Boost)			
Mirror Image		Creates 3 copies of the caster nearby, which cast spells and attack the Mage's enemies. Lasts 40 sec.	Formerly a baseline ability, the new Mirror Images do much more damage than the ability used to do.
Rune of Power		Places a Rune of Power on the ground for 3 min which increases your spell damage by 15% while you stand within 8 yards. You may place up to 2 Runes of Power at one time.	Still a very powerful talent for Arcane Mages in particular, Rune of Power requires forethought and is best suited to encounters with minimal movement or that allow the Mage to anticipate where they might be standing.
Incanter's Flow		Magical Energy flows through you while in combat, building up to 20% increased damage and then diminishing down to 4% increased damage, cycling every 10 sec.	The advantage of Incanter's Flow may be that it is very low maintenance. The disadvantage is that it might be at the "low" end of the cycle when you need it most, such as just before casting Combustion or when your trinkets activate.
Level 100 Tier (AoE II)			
Overpowered (Arcane)		Casting Arcane Missiles extends Arcane Power by 2 sec.	This talent directly benefits one of Arcane's key cooldowns. It could prove extremely powerful if you are able to cast Arcane Missiles many times.
Kindling (Fire)		Your Fireball, Pyroblast, and Inferno Blast critical strikes reduce the cooldown remaining on Combustion by 1 sec.	Because of Fire's high reliance on critical strike rating, this talent is a powerful choice for Fire Mages, allowing you to cast Combustion more often.
Thermal Void (Frost)		Casting Ice Lance extends your Icy Veins by 2 sec.	Thermal Void could potentially increase your Icy Veins cooldown significantly if you are casting Ice Lance often due to Fingers of Frost triggering.
Prismatic Crystal		Conjures a prismatic crystal at the target location, which is attackable by only the Mage, and takes 30% additional damage. When the crystal takes damage, it instantly releases a burst of energy dealing that damage, split evenly between all enemies within 8 yards.	This talent is an intriguing mechanic for Mages of all three specializations. It would be best suited for situations where enemies are going to remain stationary long enough to be affected by all of the damage dealt.
Arcane Orb (Arcane)		Launches an Arcane Orb forward from the Mage's position, traveling up to 40 yards, dealing Arcane damage to enemies it passes through. Grants the Mage an Arcane Charge when cast and every time it deals damage.	The value of this talent may not lie in the amount of damage it does directly, but rather that it gives Arcane Mages an additional method of increasing their Arcane Charges.
Meteor (Fire)		Calls down a meteor which lands at at the target location after 3 sec, dealing Fire damage, split evenly between all targets within 8 yards. Also burns the ground, dealing additional Fire damage every 1 sec until cancelled to enemies in the area.	A useful addition to a Fire Mage's toolkit, the most notable aspect of Meteor is its constant ground effect. Unlike Flamestrike, Meteor will continue to burn for 30% of a Mage's spellpower until it is cancelled.
Comet Storm (Frost)		Calls down a series of 7 icy comets on and around the target, each of which does Frost damage, split between all enemies within 4 yards of its impact point.	Similar to Blizzard, but isn't a channeled spell, allowing the Mage to continue casting their usual rotation.

ARCANE



An Arcane Mage's success hinges on successful management of Arcane Charge buffs and mana, due to its interaction with their mastery. Arcane is known for high single target damage and a somewhat more stationary playstyle than other Mage specializations.

Careful consideration and forethought make the Arcane Mage well-suited to Mages with a methodical approach that will maximize their damage output.

MASTERY: MANA ADEPT
Arcane's mastery increases all spell damage done by up to 16%, based on the amount of mana the Mage has unspent. The more mana you have, the more damage you will do.

SPECIALIZATION ABILITIES

Name	Level	icon	Description
Arcane Blast	10		Blasts the target with energy, dealing Arcane damage and generating an Arcane Charge. Arcane Blast's damage is increased by 50% per Arcane Charge, and its mana cost is increased by 150% per Arcane Charge. Replaces Frostfire Bolt.
Arcane Charge (Passive)	10		A buff (stacks to a maximum of four and lasts 15 seconds) that has different effects on other spells. Arcane Charges are generated by Arcane Blast, Arcane Missiles, and Arcane Explosion. Charges are consumed by Arcane Barrage and Evocation.
Arcane Barrage	12		Launches bolts of arcane energy at the enemy target, causing Arcane damage. Consumes all Arcane Charges. Arcane Barrage's damage is increased by 50% per Arcane Charge, and it hits 1 additional nearby target per Arcane Charge for 50% damage. Replaces Fire Blast.
Arcane Explosion	18		Refreshes the duration of Arcane Charges and has a 30% chance to generate a charge if at least one target is hit.
Presence of Mind	22		Causes your next Mage spell to be instant. Does not apply to Polymorph, Portal or Teleport spells.
Arcane Missiles	24		Generates an Arcane Charge. Arcane Missiles' damage is increased by 50% per charge.
Slow	36		Reduces the target's movement speed by 50% for 15 sec.
Evocation	40		Consumes all Arcane Charges. Evocation's mana generation is increased by 25% per charge.
Arcane Power	62		When activated, you deal 20% more spell damage and damaging spells cost 10% more mana to cast. This effect lasts 15 sec.
Mage Armor (Passive)	80		Increases your Mastery by 550. The duration of all harmful Magic effects used against you is reduced by 25%.
Mastery: Mana Adept (Passive)	80		Increases all spell damage done by up to 16%, based on the amount of mana the Mage has unspent.
Arcane Mind (Passive)	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS

Added in Warlords of Draenor, as an Arcane Mage between levels 91 and 99 you will randomly earn one of four Draenor Perks. These vary by class and specialization.

Perk	Description
Enhanced Arcane Blast	Each stack of Arcane Charge now reduces the cast time of Arcane Blast by 5%.
Improved Arcane Power	Arcane Power now reduces the cost of your spells by 10% instead of increasing the cost by 10%.
Improved Blink	Your movement speed is increased by 60% for 2 sec after using Blink.
Improved Evocation	Reduces the cooldown of Evocation by 30 sec.

GROUP PLAY

Arcane's major AoE ability, Arcane Explosion, does bring the Mage into melee range. Be sure that your tank in particular is aware of this because of threat concerns. Arcane's burst abilities can also be dangerous in terms of threat—prepare to use Invisibility if necessary to avoid pulling threat.

GROUP BUFFS

Mages provide a 10% buff to spellpower and a 5% buff to critical strike in the form of Arcane Brilliance. Amplify Magic provides a nice boost for a healer's spells and can be used on cooldown. Additionally, Arcane Mages exclusively can apply the Slow debuff (or have it applied automatically if glyphed).

ROTATION

Arcane's rotation is simpler in theory than practice: build stacks of Arcane Charge and then discharge them, lining up and using your cooldowns frequently for maximum benefit.

- Place Rune of Power (Talented) if using.
- Build Arcane Charge stacks to four by casting Arcane Blast.
- Apply Nether Tempest to your target.
- Cast Supernova (if using).
- Use available cooldowns (trinkets and Arcane Power).
- By the time you have four stacks of Arcane Charge, you should have at least one or more Arcane Missiles available to cast. Cast Arcane Missiles.
- Cast Arcane Missiles for as long as you have them available.
- Cast Arcane Barrage when you are at four stacks of Arcane Charge and you don't have any Arcane Missiles available to cast. This will reset your Arcane Charge stacks to zero.
- Cast Arcane Orb if you have less than 2 stacks of Arcane Charge.

PREPARING FOR HIGH-END CONTENT

Preparing for end-game content in Warlords of Draenor promises to be more straightforward than in previous expansions because of the changes to gear itemization. There will no longer be "spirit" cloth that Mages will need to pass on. Instead, Arcane Mages can concentrate on finding gear with their ideal mix of secondary stats.

The hit cap has been removed and hit and expertise are no longer present on gear. Look for any combination of Mastery, Haste, and Critical strike in that order of priority. New stats have been added to gear including Versatility and Multistrike. Versatility increases damage and healing done and Multistrike grants two chances for your damaging spells to fire an additional time at 30% effectiveness.

To begin doing group content, you may complete Proving Grounds (Silver) to unlock heroic dungeons, or run normal mode dungeons and then use the raid finder for LFR loot.

FIRE

Fire Mages utilize a combination of primary damage spells and damage over time (DoT) abilities to burn their opponents. Fire's DoT abilities are different from other DoT-based classes primarily in that they are mostly applied through primary damage abilities, including their mastery that functions the same way. Fire relies on critical strike to generate devastating elemental attacks that continue to burn even after they land.

MASTERY: IGNITE
Your target burns for an additional 12% over 5 seconds of the total damage caused by Fireball, Frostfire Bolt, Inferno Blast, Scorch, Pyroblast, Flamestrike, and multistrikes. If the effect is reapplied, remaining damage is added to the new Ignite.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Pyroblast	10		Hurls an immense fiery boulder that causes Fire damage and additional Fire damage over 18 sec.Getting two single-target non periodic Fire critical strikes in a row will make your next Pyroblast instant, cost no mana and deal 25% additional damage.
Fireball	12		Hurls a fiery ball that causes Fire damage.
Scorch	22		Scorch the enemy for Fire damage. Castable while moving.
Inferno Blast	24		Blasts the enemy for Fire damage and spreads your Fire damage effects on the target to up to 3 enemies within 10 yards. Inferno Blast will always deal a critical strike.Replaces Fire blast.
Molten Armor (Passive)	34		Increases your spell critical strike chance by 5%. Reduces all physical damage taken by 6%.
Critical Mass (Passive)	36		Multiplies the critical strike chance of your Fireball, Frostfire Bolt, Pyroblast and Scorch by 1.30.
Flamestrike	44		Calls down a pillar of fire, burning all enemies within the area for Fire damage and additional Fire damage over 8 sec and reducing their movement speed by 50% for the duration.
Dragon's Breath	62		Targets in a cone in front of the caster take Fire damage and are disoriented for 4 sec. Any direct damage will cancel the effect. Replaces Cone of Cold.
Combustion	77		Resets the cooldown on Inferno Blast and combusts your Ignite on the target, burning for an additional damage over 10 sec equal to 8 seconds of Ignite's current DoT.
Mastery: Ignite (Passive)	80		Your target burns for an additional 12% over 5 sec of the total direct damage caused by your Fireball, Frostfire Bolt, Inferno Blast, Scorch, Pyroblast, Flamestrike, and their multistrikes. If this effect is reapplied, any remaining damage will be added to the new Ignite.
Incineration (Passive)	90		You gain 5% more Critical Strike stat from all sources.

DRAENOR PERKS

Added in Warlords of Draenor, as a Fire Mage between levels 91 and 99 you will randomly earn one of four Draenor Perks. These vary by class and specialization.

Perk	Description
Improved Flamestrike	Flamestrike no longer has a cooldown.
Improved Inferno Blast	Inferno Blast now spreads the DoT effects of Pyroblast, Ignite, and Combustion to 2 additional targets.
Improved Scorch	After casting Scorch, your movement speed is increased by 30% for 3 sec.
Enhanced Pyrotechnics	When your Fireball or Frostfire Bolt fails to critically strike a target, you gain a 5% increased chance for Fireball or Frostfire Bolt to be a critical strike for 15 sec. This effect ends when Fireball or Frostfire Bolt successfully critically strikes a target.

ROTATION

Fire's damage depends on maximizing the effect of your Combustion. Use the guaranteed critical strike from Inferno Blast to trigger Pyroblast and cast Fireball as filler when no Pyroblasts are available.

- Cast Prismatic Crystal (if using) and target it using following rotation.
- Apply Living Bomb (if using) and reapply when it expires.
- Cast Fireball until Heating Up and Pyroblast activates.
- Cast Inferno Blast when it is available and you have a charge of Heating Up. Inferno Blast will always be a critical hit and upgrade the cast to a Pyroblast.
- Cast Combustion when there is a high Ignite DoT on your target.
- Cast Meteor on cooldown (if using).
- Cast Scorch in place of Fireball if you need to move.

GROUP PLAY

Threat is not typically a concern for Fire due to its slower ramp-up time. Although a series of lucky critical streaks and Pyroblasts can cause your threat to spike, usually by that time a tank will have solid threat. Make sure when casting Flame Strike or Meteor that your tank has already gathered mobs and your area of effect (AoE) abilities won't pull any additional monsters.

GROUP BUFFS

Mages provide a 10% buff to spellpower and a 5% buff to critical strike in the form of Arcane Brilliance. Amplify Magic provides a nice boost for a healer's spells and can be used on cooldown.

PREPARING FOR HIGH-END CONTENT

New gear itemization in Warlords of Draenor means that Mages should have an easier time gearing up than ever before. Cloth with spirit on it formerly useless to Mages no longer exists. All cloth will be usable by any cloth wearers, and Fire Mages can focus on finding gear with their ideal mix of secondary stats.

Fire Mages no longer need to worry about reaching the hit cap, and hit and expertise are not secondary stats on gear any longer. Fire Mages should seek gear with Critical strike on it as a top priority because it is so essential to their spells. Gear should have Intellect, then Critical Strike, Haste, and Mastery in that order of priority. Mastery has always been the weakest stat for Fire Mages. Warlords includes two entirely new stats, Versatility and Multistrike. Versatility increases damage and healing done and Multistrike gives two chances for damaging spells to fire an additional time at 30% effectiveness.

Before you start doing group content, you can complete Silver level Proving Grounds to unlock heroic dungeons, or run normal mode dungeons and then use the raid finder to get gear at the Looking For Raid level.

FROST

Frost Mages are the Mage specialization that allows for superior control of enemies using a combination of slows, snares, and a Water Elemental pet. Previously considered to be a specialization only suited for PvP, in the last expansion Frost's PvE suitability was addressed considerably. Frost Mages are extremely survivable, powerful casters that use a spell priority system to lock down enemies.

MASTERY: ICICLES
When you damage enemies with Frostbolt and Frostfire Bolt, 16% of the damage done is stored as an Icicle that hovers by your head for 30 seconds. The damage of your Water Elemental's Waterbolt is increased by 16%. Up to 5 Icicles can be stored at once. Casting Ice Lance will launch them at your current target. If an Icicle is gained beyond 5, one will launch automatically.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Summon Water Elemental	10		Summons a Water Elemental to fight for the caster. Casting Frostbolt on your Water Elemental will heal it.
Frostbolt	12		Launches a bolt of frost at the enemy, causing Frost damage and slowing movement speed by 50% for 15 sec.
Shatter (Passive)	16		Multiplies the critical strike chance of all your spells against frozen targets by 1.5 and adds another 50% chance.
Ice Lance	22		Deals Frost damage to an enemy target. Ice Lance damage is doubled against frozen targets. Replaces Fire Blast.
Fingers of Frost (Passive)	24		Your successful Frostbolts, Frostfire Bolts and Frozen Orb hits have a 15% chance, and your Blizzard ticks have a 5% chance to grant you the Fingers of Frost effect.
Icy Veins	36		Accelerates your spellcasting, granting 20% haste and preventing spell pushback. Lasts 20 sec.
Blizzard	52		Ice shards pelt the target area doing Frost damage over 8 sec and slowing enemies by 50%.
Frost Armor (Passive)	54		Increases multistrike chance by 8% and causes enemies who strike the caster to be slowed by 30% for 5 sec.
Frozen Orb	62		Launches a Frozen Orb forward from the Mage's position, releasing Frostbolts that deal Frost damage to all nearby enemy targets for 10 sec. Grants the Mage one charge of Fingers of Frost when it first reaches a target. Targets damaged by the Frost Orb are slowed by 30% for 2 sec.
Deep Freeze	66		Stuns the target for 5 sec. Only usable on Frozen targets. Damage caused may interrupt the effect.
Brain Freeze (Passive)	77		Your Frostbolts have a 10% chance to cause the Brain Freeze effect. Each multistrike increases that cast's chance by an additional 25%. The Brain Freeze effect causes your next Frostfire Bolt to cost no mana, be instant cast, deal 15% additional damage, and act as if your target were frozen.
Mastery: Icicles (Passive)	80		When you damage enemies with Frostbolt and Frostfire Bolt, and their multistrikes, 16% of the damage done is stored as an Icicle with you, for 30 sec. Also increases the damage of your Water Elemental's Waterbolt by 16%.
Ice Shards (Passive)	90		You gain 5% more of the Multistrike stat from all sources.

DRAENOR PERKS

Added in Warlords of Draenor, as a Frost Mage between levels 91 and 99 you will randomly earn one of nine Draenor Perks with each level. These vary by class and specialization.

Perk	Description
Enhanced Frostbolt (Passive)	Frostbolt's cast time is reduced by 0.5 sec. This effect is disabled for 15 sec after you benefit from it.
Improved Blizzard (Passive)	Each time Blizzard deals damage, it reduces the cooldown of Frozen Orb by 0.5 sec.
Improved Icy Veins (Passive)	Increases the amount of Haste gained from Icy Veins by 10%.
Improved Water Elemental (Passive)	Your summoned Water Elemental now also knows the Water Jet spell. Water Jet channels a jet of icy water at the target, dealing Frost damage to the target over 4 sec. The Mage's Frostbolts that hit the target while it is being blasted with icy water will grant a charge of Fingers of Frost.

ROTATION

Frost doesn't employ a strict rotation but instead uses a priority list that adapts to spell activations as they occur.

- Apply Frost Bomb and reapply as necessary.
- Use Icy Veins on cooldown to boost casting speed significantly.
- Use Frozen Orb on cooldown/when you need Fingers of Frost to trigger. It will generate Fingers of Frost stacks.
- If using Prismatic Crystal, cast after Frozen Orb and perform rotation on the Crystal for its duration.
- If using Comet Storm, use on cooldown (preferably when Incanter's Flow is high, if using).
- Use your Water Elemental's Freeze ability on cooldown. It will also generate Fingers of Frost stacks. When you don't have Fingers of Frost stacks, use your Elemental's Water Jet ability. When combined with Frostbolt casts, it will grant Fingers of Frost stacks.
- Cast Frostfire Bolt when Brain Freeze activates.
- Cast Ice Lance when you have one or two Fingers of Frost available to cast.
- Cast Frostbolt at all other times.

GROUP PLAY

Frost is the most dangerous Mage specialization for ripping threat off a tank because of its devastating burst abilities. Be cautious especially at the beginning of an encounter not to pull threat and die after unleashing all of the spells at your disposal. Be prepared with threat management abilities in this case.

GROUP BUFFS

Mages provide a 10% buff to spellpower and a 5% buff to critical strike in the form of Arcane Brilliance. Amplify Magic provides a nice boost for a healer's spells and can be used on cooldown.

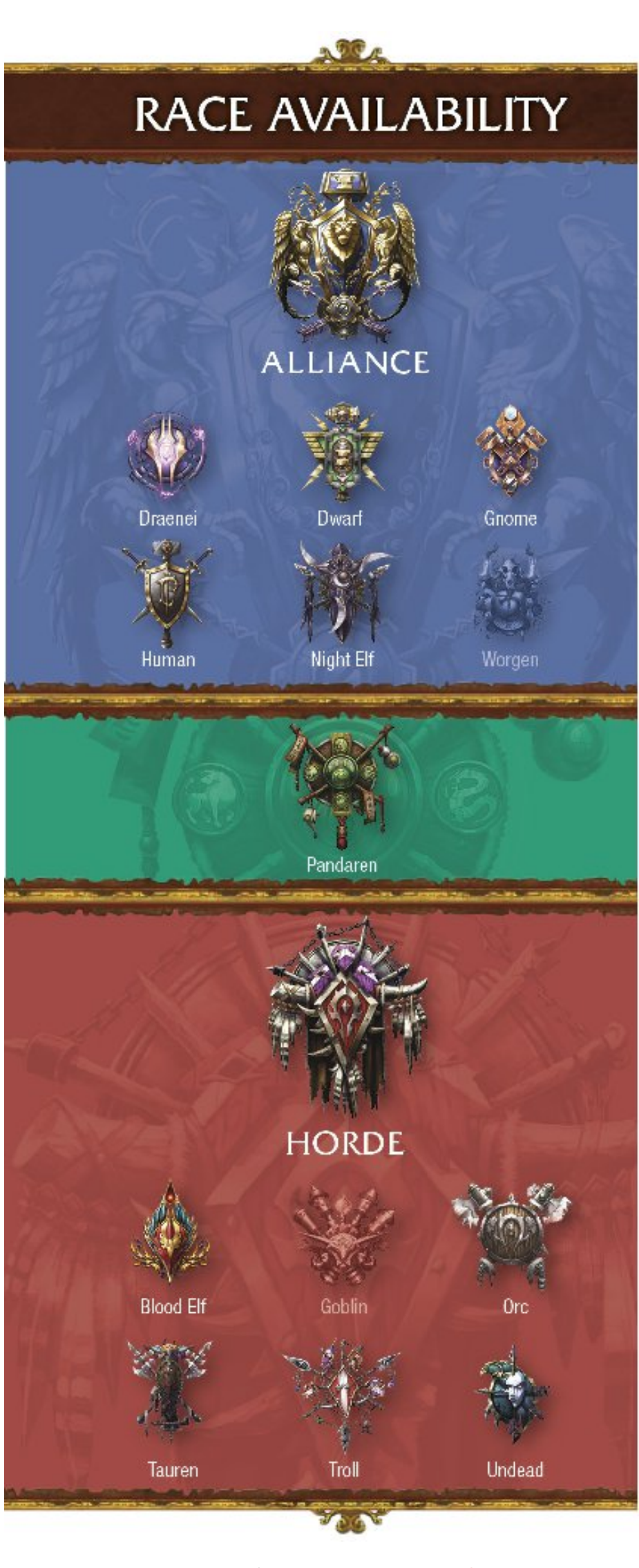
PREPARING FOR HIGH-END CONTENT

Gearing your Frost Mage for end-game content in Warlords of Draenor should be a less daunting task than in the past. Thanks to changes to all gear types, there is no difference between cloth meant for healers and cloth meant for damage dealers. Frost Mages will be free to seek gear with secondary stats that are ideal for their specialization.

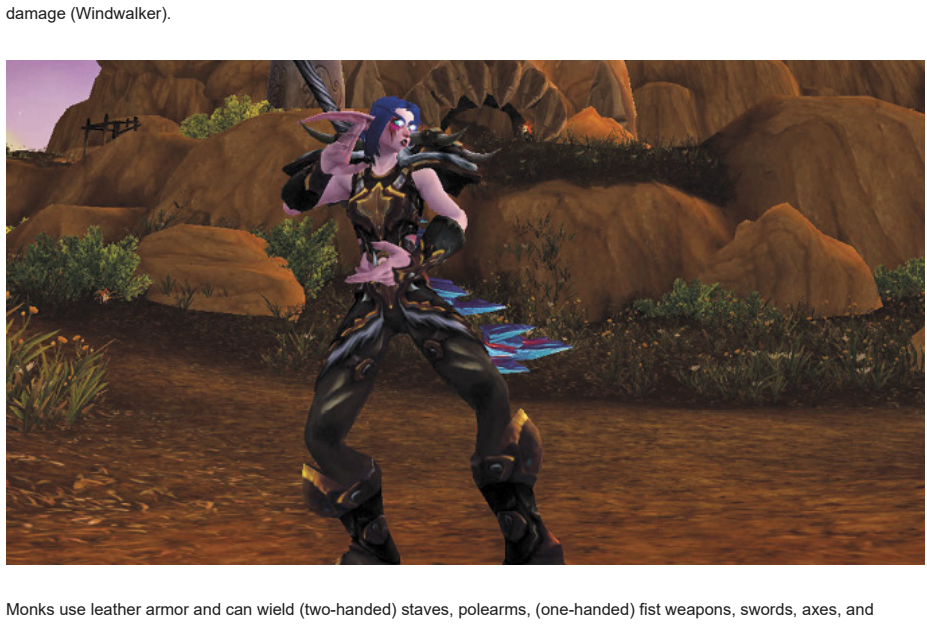
Hit and expertise are mechanics that were removed, and Frost Mages will no longer need to prioritize capping their hit on gear. This gives Mages the freedom to concentrate on increasing our most desirable secondary stats. The most important stat is Multistrike, followed by Mastery, Haste, and Critical Strike. Multistrike and Versatility are both new stats. Multistrike grants two chances for your damaging spells to fire an additional time at 30% effectiveness and is especially powerful for Frost mages. Versatility increases damage and healing done.

Before beginning group content, you may opt to finish Proving Grounds (Silver) to unlock heroic dungeons, or simply run normal dungeons before using the raid finder to roll for LFR gear.

MONK

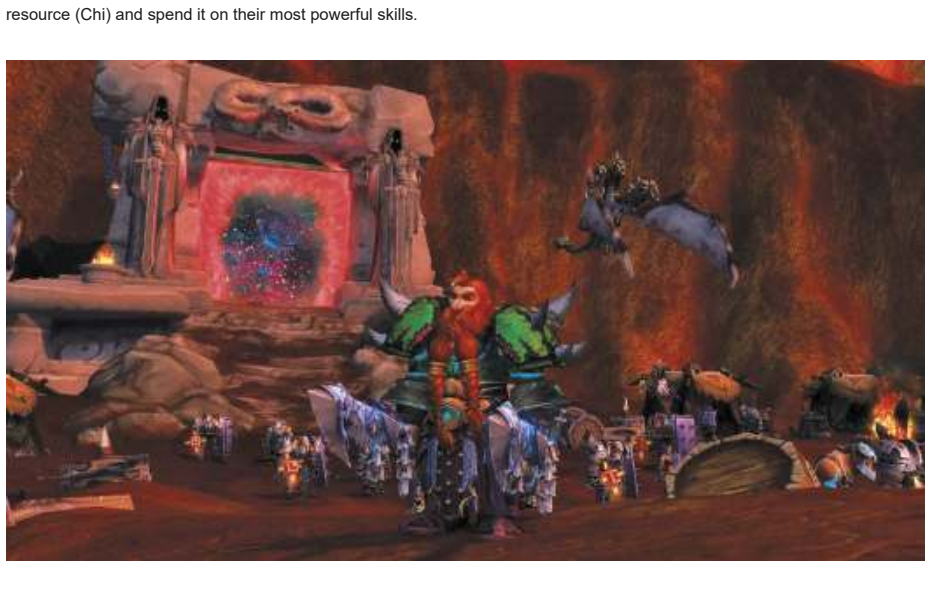


Monks are the newest class, introduced in Mists of Pandaria. All races, except Worgen and Goblin, can be Monks. Like Druids and Paladins, Monks are a hybrid class, able to fulfill all three roles—tank (Brewmaster), healer (Mistweaver), and damage (Windwalker).



Monks use leather armor and can wield (two-handed) staves, polearms, (one-handed) fist weapons, swords, axes, and maces.

The Brewmaster and Windwalker specs utilize Agility on their gear and use Energy as a secondary resource. The Mistweaver utilizes Intellect and uses Mana as their secondary resource. All Monks spend their secondary resource to gain their primary resource (Chi) and spend it on their most powerful skills.



BOOSTING TO 90

Stepping into Draenor as a new Monk is exciting. There are many places to explore and evil plots to thwart. Keep these tips in mind as you begin your adventure:

As a Windwalker, Storm, Earth, and Fire is one of your most powerful abilities. Use this on secondary targets to mirror your damage onto them. Note that if your clone is attacking the same target as you, it will not mirror your damage, resulting in a DPS loss. Do not use this on single-target fights.

Monks utilize brews and teas to stay happy and healthy. Each spec has their own specific brewing talent: Brewmasters make Elusive Brew which helps them dodge attacks; Mistweavers brew Mana tea which helps them regenerate Mana; and Windwalkers brew Tigereye Brew which helps them do more damage.

Spinning Crane Kick is a fun ability that looks great. However, do not use this unless you will hit 3+ targets, otherwise it will not generate Chi.

Touch of Death is an ability that makes questing faster. Every 90 seconds, you may spend 3 Chi to instantly kill a monster that has less health than your max health. It can even be used against bosses under 10% health where it will deal your max health in damage to the boss.

Remember to heal yourself between and during encounters. Expel Harm will heal you during combat, do damage to your target, and give you Chi.

CLASS ABILITIES AND RESOURCES

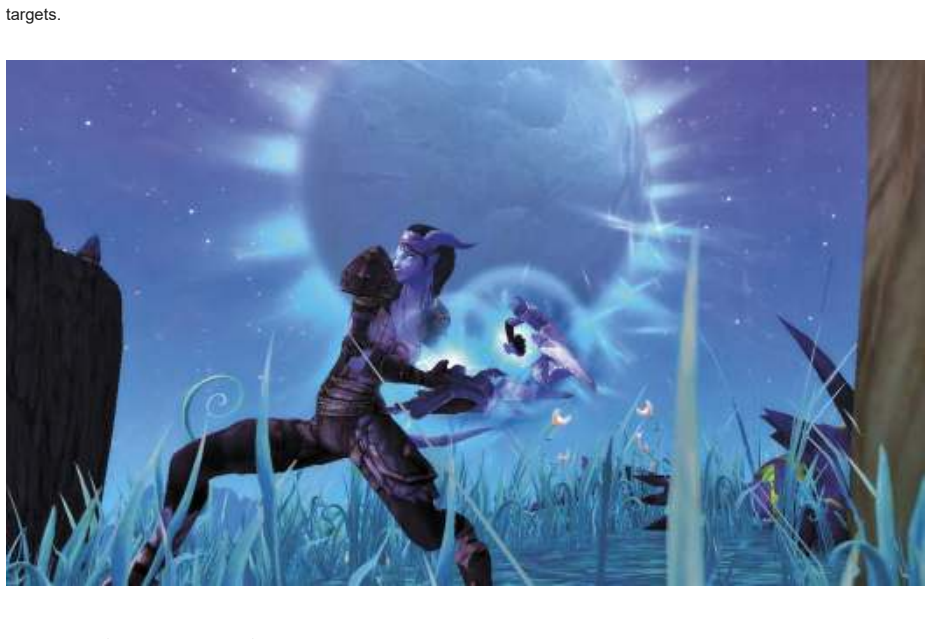
Agility specializations have a starting pool of 100 Energy used to fuel Chi generator abilities. Energy will regenerate over time, increased by haste. Chi can then be spent on strong offensive or defensive abilities. Mana specializations use Mana to generate Chi and fuel their other healing abilities. Mana regenerates slowly, increased by spirit.

Keg Smash (Brewmaster)

Smash a keg of brew on the target, dealing damage to all enemies within 8 yards and reducing their movement speed by 50% for 15 sec. Generates 2 Chi.

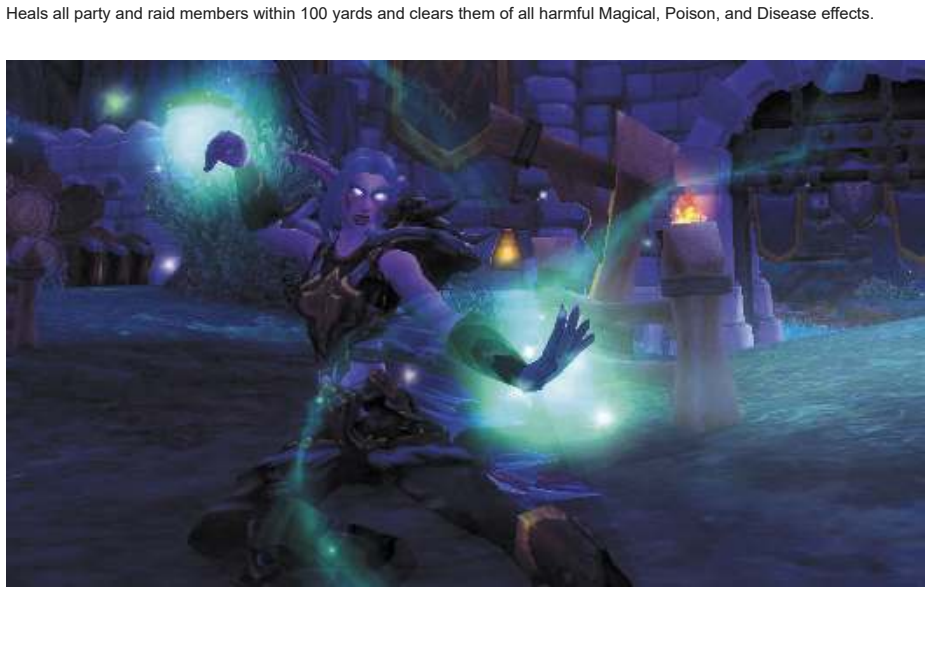
Fists Of Fury (Windwalker)

Pummel all targets in front of you, stunning them and dealing damage over 4 sec. Deals reduced damage to secondary targets.



Revival (Mistweaver)

Heals all party and raid members within 100 yards and clears them of all harmful Magical, Poison, and Disease effects.



NON-SPECIALIZATION ABILITIES

Name	Level	icon	Description
Fighting Style (Passive)	1		The Monk's Jab ability will change depending on what weapon is equipped, altering the Monk's fighting style appearance. Damage and resource cost remain the same.
Jab	1		Jab the target, dealing damage and generating 1 Chi.
Parry (Passive)	1		Gives a chance to parry enemy melee attacks.
Way of the Monk (Passive)	1		The Monk modifies his or her combat style depending on weapon type, dealing 40% more autoattack damage with one-handed weapons, and attacking 40% faster with two-handed weapons.
Tiger Palm	3		(1 Chi) Attack with the palm of your hand, dealing damage, and causing your attacks to ignore 30% of armor for 20 sec.
Roll	5		Roll a short distance.
Blackout Kick	7		(2 Chi) Kick with a blast of Chi energy, dealing Physical damage.
Tiger Strikes (Passive)	10		Your successful autoattacks and their Multistrikes have an 8% chance to increase your Multistrike chance by 25% for 8 sec.
Surging Mist	12		Heals the target.
Provoke	14		Taunts the target and causes them to move toward you at 50% increased speed.
Resuscitate	18		Returns the spirit to the body, restoring a dead target to life with 35% of maximum health and Mana. Cannot be cast when in combat.
Detox	20		Removes all Poison and Disease effects from the target.
Zen Pilgrimage	20		Your spirit travels to the Peak of Serenity in Pandaria, leaving your body behind. Use Zen Pilgrimage again to return near to where you were.
Touch of Death	22		(3 Chi) Instantly kills a creature with less health than the Monk's maximum health. Can also be used on tough targets when they are below 10% health, dealing damage equal to the Monk's maximum health to them.
Fortifying Brew	24		Turns your skin to stone, increasing your current and maximum health by 20%, and reducing damage taken by 20%. Lasts 15 sec.
Expel Harm	26		Heal yourself, and deal 33% of the amount healed as Nature damage to an enemy within 10 yards. Generates 1 Chi.
Nimble Brew	30		Removes all root, stun, fear and horror effects and reduces the duration of future such effects by 60% for 6 sec.
Spear Hand Strike	32		You jab the target in the throat, interrupting their spell cast and preventing any spell in that school from being cast for 4 sec.
Paralysis	44		Incapacitates the target for 1 min. Only one target can be affected at a time. Any damage taken will cancel the effect.
Spinning Crane Kick	46		You spin while kicking in the air, dealing damage over 2.25 sec to enemies within 8 yards. Generates 1 Chi if it strikes 3 or more targets.
Crackling Jade Lightning	54		Channel Jade lightning, causing Nature damage over 4 sec to the target and sometimes knocking back melee attackers.
Transcendence	87		You split your body and spirit, leaving your spirit behind for 15 min. Use Transcendence: Transfer to swap locations with your spirit.
Transcendence: Transfer	87		Your body and spirit swap locations.

TALENTS

Talent	icon	Description	Notes
Level 15 Tier (Mobility)			
Celerity		Reduces the cooldown of Roll and Chi Torpedo by 5 sec and increases their maximum number of charges by 1.	Use for encounters where you need to move often. Also, if you take Chi Torpedo.
Tiger's Lust		Increases movement speed by 70% for 6 sec and removes all roots and snares.	Can be cast on others. Great for PvP.
Momentum		Roll and Chi Torpedo also increase movement speed by 25% for 10 sec, stacking up to 2 times.	Use for encounters when you need to move quickly.
Level 30 Tier (Damage and healing)			
Chi Wave		A wave of Chi energy to flows through friends and foes, dealing Nature damage or healing. Bounces up to 7 times to targets within 25 yards.	Use for encounters where your team is not stacked together.
Zen Sphere		Forms a Zen Sphere above the target, healing the target over 16 sec and dealing Nature damage every 2 sec to the nearest enemy within 10 yards. After 16 sec, the Zen Sphere detonates, dealing Nature damage and healing to all targets within 10 yards. Triggered early if dispelled or the target is damaged below 35% health.	Brewmaster: The detonation occurs if brought under 35% health, so this can be used as a buffer when your health gets low.Windwalker and Mistweaver: Can be on two targets at a time if used on cooldown. If your team is stacked in two locations, this can be good.
Chi Burst		Hurls a torrent of Chi energy up to 40 yds forward, dealing Nature damage to all enemies, and healing to the Monk and all allies in its path. Casting Chi Burst does not prevent avoiding attacks.	Use when your team is stacked and/or large stack of enemies.
Level 45 Tier (Chi Generation)			
Power Strikes		Brewmaster and Windwalker: Every 15 sec, your next Jab, Spinning Crane Kick, Expel Harm, or Crackling Jade Lightning generates 1 additional Chi, or a Chi Sphere if already at maximum Chi.Mistweaver: Every 15 sec, your next Jab, Spinning Crane Kick, Expel Harm, or Surging Mist generates 1 additional Chi, or a Chi Sphere if already at maximum Chi.	Brewmaster and Windwalker: Provides a steady flow of extra Chi.Mistweaver: Will provide more Chi overall, but less control over when.
Ascension		Increases your maximum Chi by 1, your Energy regeneration by 15%, and your maximum mana by 20%.	Use this if you prefer a faster playstyle.
Chi Brew		Brewmaster: Instantly restores 2 Chi, and generates 2 stacks of Elusive Brew. Maximum 2 charges.Windwalker: Instantly restores 2 Chi, and generates 2 stacks of Tigereye Brew. Maximum 2 charges.Mistweaver: Generates 2 Chi and 1 stack of Mana Tea.	Brewmaster: Less Chi overall than Power Strikes, but gives it on demand and also provides stacks of Elusive Brew.Windwalker: Less Chi than Power Strikes, but provides your Chi on demand and gives bonus Tigereye Brew.Mistweaver: Useful for on demand Chi and tea stacks.
Level 60 Tier (Crowd Control)			
Ring of Peace		Form a Ring of Peace around the friendly target for 8 sec, incapacitating all enemies for 3 sec, and incapacitating other enemies the first time they use a harmful spell or ability.	Useful for PvP as this can be targeted on another friendly player.
Charging Ox Wave		A mighty Ox effigy rushes forward 30 yards, stunning all enemies in its path for 3 sec.	Use when enemies will be grouped together.
Leg Sweep		Knocks down all enemies within 5 yards, stunning them for 5 sec.	Use when enemies will be bunched up around you.
Level 75 Tier (Survival)			
Healing Elixirs		Heals you for 15% of your maximum health when a damaging attack brings you below 35% health, or when you drink a Brew or Tea while injured. This effect can only happen once every 18 sec.	Use on encounters with unpredictable damage and no magic damage or effects.
Dampen Harm		Reduces damage by 50% from the next 3 attacks that damage you for 15% or more of your maximum health. Castable while stunned.	Use on encounters that have predictable big hits.
Diffuse Magic		Reduces magic damage taken by 90% for 6 sec and transfers all harmful magical effects back to their original caster if possible.	Use on encounters with heavy magic damage or with magic effects that are placed on you.
Level 90 Tier			
Rushing Jade Wind		Summon a whirling tornado around you, dealing damage over 6 sec to enemies within 8 yards . Generates 1 Chi if it hits at least 3 targets.Replaces Spinning Crane Kick.	Use on encounters that have multiple monsters that will be grouped up around you.
Invoke Xuen, the White Tiger		Summon an effigy of Xuen, the White Tiger for 45 sec under your command. Xuen attacks your primary target and strikes 3 enemies within 10 yards every 1 sec with Tiger Lightning for Nature damage.	Use on single target or small groups of enemies.
Chi Torpedo		Torpedo forward, dealing Nature damage to all enemies and healing to all allies in your path. Replaces Roll, and travels farther.	Brewmasters and Windwalkers generally do not take this talent, but it can be used on situations where you need to roll further.Mistweavers: Use on encounters where your allies will be loosely grouped together. Also choose Celerity (level 15 talent) when you use this.
Level 100 Tier			
Soul Dance (Brewmaster)		You are now able to shrug off even spells, such that 30% of your normal stagger amount works against magic damage.	Use on encounters with heavy magic damage.
Chi Explosion (Brewmaster)		Consumes up to 4 Chi to cause the target to explode with Chi energy, causing additional effects based on Chi consumed:1+ Chi: Deals Nature damage to an enemy and more damage per Chi consumed.2+ Chi: You also gain Shuffle for 2 sec plus 2 sec per Chi consumed.3+ Chi: Also purifies all of your staggered damage.4 Chi: The damage also hits all enemies within 8 yards of the target.Replaces Blackout Kick.	Requires careful management of Chi. Use when you need different effects during an encounter.
Serenity (Brewmaster and Windwalker)		You enter an elevated state of mental and physical serenity for 10 sec. While in this state, all Chi consumptions are instantly refilled.	Brewmaster: Using this can get you a lot of Shuffle quickly.Windwalker: Use this for strong burst of damage.
Hurricane Strike (Windwalker)		Unleash a rapid series of kicks toward random enemies within 12 yards, dealing damage over 2 sec. While kicking, you are immune to movement impairing and loss of control effects.	Use on encounters with a lot of adds.
Chi Explosion (Windwalker)		Consumes up to 4 Chi to cause the target to explode with Chi energy, causing additional effects based on Chi consumed:1+ Chi: Deals Nature damage to an enemy plus additional damage per Chi consumed.2+ Chi: Deals an additional 50% damage over 6 sec.3+ Chi: Also generates a charge of Tigereye Brew.4 Chi: The damage also hits all enemies within 8 yards of the target.Replaces Blackout Kick. Combo Breaker: Blackout Kick is also replaced with Combo Breaker: Chi Explosion, which causes your next Chi Explosion to refund 2 Chi.	Requires careful management of Chi. Use when you need different effects during an encounter.
Breath of the Serpent (Mistweaver)		Your Jade Serpent Statue breathes healing mists toward you, healing allies in a cone every 1 sec, split evenly between them. Lasts 10 sec.	Use on encounters where your allies are grouped together often.
Chi Explosion (Mistweaver)		Serpent Stance: Consumes up to 4 Chi to cause the target to explode with Chi energy, causing additional effects based on Chi consumed.1+ Chi: Heals an ally for plus extra healing per Chi consumed.2+ Chi: Causes an additional 50% healing over 6 sec.3+ Chi: This healing is evenly divided among all allies within 8 yards of the target.4 Chi: Also summons 8 Healing Spheres in an 8 yard radius ring around the target that last 15 sec.Replaces Blackout Kick. Chi Explosion is Instant.Crane Stance: Consumes up to 4 Chi to cause the target to explode with Chi energy, causing additional effects based on Chi consumed:1+ Chi: Deals Nature damage to an enemy plus additional damage per Chi consumed.2+ Chi: Heals yourself plus additional healing per Chi consumed.3+ Chi: This healing also heals all allies within 8 yards of you.4 Chi: Also summons 8 Healing Spheres in an 8 yard radius ring around you that last 15 sec.Replaces Blackout Kick.	Requires careful management of Chi. Use when you need different effects during an encounter.Combining the 4-Chi effect (summon 8 healing spheres) with Detonate Chi does strong area healing around you.w
Pool of Mists (Mistweaver)		Your Renewing Mist spell now has 3 charges and its healing is increased by 15%.Your Rising Sun Kick spell now has 3 charges and its damage is increased by 50%.	Allows you to quickly spread Renewing Mists on raid members. Use on fights when you will be switching between Stances often or will be staying mainly in Crane Stance.

BREWMASTER

The Brewmaster uses a mixture of brewing techniques and a drunken style of fighting to dodge attacks and shrug off pain. Brewmaster is the tanking role of the Monk. They are set apart from other tanks by Stagger—the ability to turn a percentage of their damage taken into a Damage Over Time (DOT) that can be cleansed with Purifying Brew for 1 Chi.

MASTERY: ELUSIVE BRAWLER
Increases your Stagger amount by an additional 5%. Also increases your attack power by 8%.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Critical Strikes (Passive)	1		Increases your chance to critically strike by 10%.
Bladed Armor (Passive)	10		Increases your Attack Power by 100% of your Bonus Armor.
Dizzying Haze	10		You hurl a keg of your finest brew, reducing the movement speed of all enemies within 8 yards by 50% for 15 sec. Deals a high amount of threat.
Dual Wield (Passive)	10		You may equip one-handed weapons in your off-hand.
Resolve (Passive)	10		Increases your healing and absorption done to yourself, based on Stamina and damage taken (before avoidance and mitigation) in the last 10 sec.
Stance of the Sturdy Ox	10		Increases armor by 50%, increases Stamina by 25%, reduces magic damage taken by 10%, and improves the functionality of Jab, Fortifying Brew, Tiger Palm, Blackout Kick, and Expel Harm. While in this stance, you will Stagger damage taken. Stagger You shrug off physical attacks, causing 80% of the damage to happen instantly and the remaining 20% to be divided over 10 sec.
Keg Smash	11		Smash a keg of brew on the target, dealing damage to all enemies within 8 yards and reducing their movement speed by 50% for 15 sec. Generates 2 Chi.
Breath of Fire	18		(2 Chi) Targets in front of the caster take Fire damage. If affected by Dizzying Haze, they will also burn for additional Fire damage over 8 sec.
Guard	26		(2 Chi) Guard against future attacks, absorbing damage and increasing all heals you apply to yourself by 30%. Lasts 30 sec.
Elusive Brew	36		Consumes all stacks of Elusive Brew to increase your chance to dodge melee and ranged attacks by 45% for 1 sec per stack. Your autoattack critical strikes grant up to 3 stacks of Elusive Brew, which can stack up to 15 times.
Gift of the Ox (Passive)	56		Your autoattack Multistrikes can trigger Gift of the Ox, summoning a Healing Sphere visible only to you. Moving through this Healing Sphere will heal you.
Summon Black Ox Statue	70		Summons a Black Ox Statue at the target location for 15 min, pulsing threat to all enemies within 30 yards, and interacting with your Provoke ability. You may only have one statue active.
Purifying Brew	75		(1 Chi) Instantly purifies all of your staggered damage.
Mastery: Elusive Brawler	80		Increases your Stagger amount by an additional 5%. Also increases your attack power by 8%.
Legacy of the White Tiger	81		You honor the White Tiger, increasing Strength, Agility, and Intellect by 5% and critical strike chance by 5%. If target is in your party or raid, all party and raid members will be affected.
Zen Meditation	82		Reduces all damage taken by 90% for 8 sec. Being hit by a melee attack will cancel this effect.
Ferment (Passive)	90		You gain 5% more of the Critical Strike stat from all sources.

DRAENOR PERKS

Every other level while leveling up to 100, you will receive a boost to an existing ability called a Draenor Perk. You will learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Perk	Description
Enhanced Roll	Your Roll now travels the same distance in 25% less time.
Enhanced Transcendence	The cooldown of Transcendence is reduced by 35 sec, and Transcendence: Transfer is now instant cast.
Improved Breath of Fire	Your Breath of Fire spell now always applies its damage over time effect to the target.
Improved Guard	Guard now has 2 charges.

ROTATION

Brewmasters use energy to gain Chi and then use that Chi to absorb damage, dodge attacks, or cleanse Stagger. It is important to not play the Brewmaster like a damage class. The Brewmaster has been championed as being a tank that can also do great damage. However, your primary job in a party or raid environment is to survive, so it is important to know when you need to conserve Chi for defense rather than use it for offense.

- Pull targets using Dizzing Haze or Provoke.
- Use Keg Smash to generate threat and Chi.
- If Keg Smash is on cooldown, generate Chi using Jab or Expel Harm.
- Use Tiger Palm to apply or maintain the Tiger Power buff.
- Use Blackout Kick to gain Shuffle.
- Use Keg Smash on cooldown to keep threat.
- If you are heavy on Chi, use a charge of Guard to absorb damage.
- When you know heavy damage is coming, use one or multiple defensive abilities (such as Elusive Brew or Guard) to mitigate the damage.
- Use Purifying Brew when you are taking Heavy Stagger damage.
- For AoE situations, use Dizzying Haze to keep threat on multiple monsters.

GROUP PLAY

Brewmasters get to utilize their full toolkit when tanking with a group of players. Your job as a tank is to keep the attention of monsters away from other players and to survive being attacked. To gather threat, you have a few tools in your arsenal, mainly Provoke (single target), Dizzying Haze (targeted AoE), Keg Smash (AoE), and Summon Black Ox Statue which will pulse AoE threat around it, picking up any new monsters that pass it.

The making of a great Brewmaster is knowledge of the fight. Your survival will be easier if you can have a cooldown up proactively rather than reactively. When big damage is coming, activating the right defensive ability will keep your Monk happy and healthy. For example, if you know the boss is going to get a large magical spell off, having Diffuse Magic or Zen Meditation up when the spell goes off means you take only 10% of the damage.

Group Buffs

Brewmasters grant Legacy of the White Tiger which increases primary stats by 5% and critical strike chance by 5%. Dizzying Haze applies a movement speed slow to enemies affected by it.

PREPARING FOR HIGH-END CONTENT

As a tank, you will be more gear dependent than other roles. Luckily, there are plenty of ways to gear up in Warlords of Draenor to get ready for the first raid. Questing, Garrisons, dungeons, crafting, and more can help you get the gear you need. To start with, you should look for gear that provides Critical Strike, Mastery, Versatility, or Bonus Armor.

Two-handed weapons (staves and polearms) usually provide higher Stamina values than two one-handed weapons. As you gear up, you will want to switch to dual-wielding to increase your DPS.

After gearing up, head to the Proving Grounds to get a feel for the spec and how it handles. Getting a silver medal in tanking will allow you to queue for Heroic dungeons.

Before stepping into your first raid, as a tank, you will be expected to know the overall mechanics of a fight. Open up the Dungeon Journal and take a look at the summaries of the fights. In Warlords of Draenor, the journal will provide an overview specifically for the tank role of each fight.

WINDWALKER

Warsong Grunt

Windwalkers use martial arts and their speed to attack targets and get out of harm's way. Windwalker is the damage dealing role of the Monk. Windwalkers are experts in cleave fights—where there are multiple active targets—due to Storm, Earth, and Fire, letting them split damage among 2 or 3 targets.

MASTERY: BOTTLED FURY
Increases the chance to gain an additional charge of Tigereye Brew when you generate a charge.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Stance of the Fierce Tiger	1		Increases all damage dealt by 10%. Grants you and your allies within 10 yards 10% increased movement speed, and improves the functionality of Jab, Expel Harm, Tiger Palm, Blackout Kick, and Rising Sun Kick.
Fists of Fury	10		Pummel all targets in front of you, stunning them and dealing damage over 4 sec. Deals reduced damage to secondary targets.
Tiger Strikes (Passive)	10		Your successful autoattacks and their multistrikes have a 10% chance to increase your multistrike chance by 25% for 8 sec. Not active while in Stance of the Wise Serpent.
Flying Serpent Kick	18		Soar forward through the air at high speed for 2 sec. If used again while active, you will land, dealing damage to all enemies within 8 yards, and slowing them by 70% for 4 sec.
Touch of Karma	22		All damage you take is redirected to the enemy target as Nature damage over 6 sec. Damage cannot exceed 50% of your maximum health. Lasts for 10 sec.
Afterlife (Passive)	26		When you kill an enemy while gaining experience or honor, you summon a Healing Sphere, healing you when you walk through it. Enemies who die from Blackout Kick have a 50% chance to summon a Chi Sphere, granting 1 Chi when you walk through it.
Disable	28		Reduces the target's movement speed by 50% for 15 sec, duration refreshed by your melee attacks. Targets already snared will be rooted for 8 sec instead.
Energizing Brew	36		Regenerates 60 Energy over 6 sec.
Tigereye Brew	56		Consumes up to 10 stacks of Tigereye Brew to increase damage and healing done by 6% per stack for 15 sec. For each 4 chi you consume, you gain a stack of Tigereye Brew. You can have a maximum of 20 stacks.
Rising Sun Kick	56		(2 Chi) You kick upwards, dealing damage and causing all enemies within 8 yards to take 20% increased damage from your abilities for 15 sec.
Storm, Earth, and Fire	75		Summons an elemental spirit to attack the target. The spirit mirrors your damaging abilities when attacking a target different than your own. Max 2 spirits. A single spirit taxes your body, reducing your damage and its damage by 30%. Two spirits reduce damage by 45%. Spirits last until cancelled or their target dies.
Mastery: Bottled Fury (Passive)	80		When you generate Tigereye Brew charges, you have a 20% chance to generate an additional charge.
Windflurry (Passive)	80		Strong winds whirl around the monk and his or her allies, granting all nearby party and raid members 5% Multistrike chance.
Legacy of the White Tiger	81		You honor the White Tiger, increasing Strength, Agility, and Intellect by 5% and critical strike chance by 5%. If target is in your party or raid, all party and raid members will be affected.
Zen Meditation	82		Reduces all damage taken by 90% for 8 sec. Being hit by a melee attack will cancel this effect.
Battle Trance (Passive)	90		You gain 5% more of the Multistrike stat from all sources.

DRAENOR PERKS

Every other level while leveling up to 100, you will receive a boost to an existing ability called a Draenor Perk. You will learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Perk	Description
Empowered Chi	Increases your maximum Chi by 1.
Empowered Spinning Crane Kick	Spinning Crane Kick now deals damage twice as fast, but its duration is reduced by 50%.
Enhanced Roll	Your Roll now travels the same distance in 25% less time.
Enhanced Transcendence	The cooldown of Transcendence is reduced by 35 sec, and Transcendence: Transfer is now instant cast.

ROTATION

Windwalkers use energy to fuel their Chi generating abilities and then use Chi for powerful attacks.

- Use Jab or Expel Harm to generate 2 Chi. If you are almost full on Chi, spend some first.
- Use Tiger Palm to apply the Tiger Power buff. Keep this up at all times.
- Use Rising Sun Kick on cooldown to keep up the debuff on your target.
- Use Fists of Fury when possible. Using this allows you to generate a lot of energy while doing damage. Try to use when low on energy.
- Use Blackout Kick to spend excess Chi.
- If running low on energy, use Energizing Brew to give you a boost of energy and increased Multistrike.
- When facing 2 to 3 targets, use Storm, Earth, and Fire on the secondary targets and maintain your normal rotation on the primary target.
- When facing more than 3 targets, maintain your Tiger Power buff and Rising Sun Kick debuff, then use Spinning Crane Kick/Rushing Jade Wind.
- Use Expel Harm if running low on health. To avoid damage, use your defensive abilities (Touch of Karma, Fortifying Brew, Zen Meditation, etc.).

GROUP PLAY

Your primary job is to deal damage to the enemy. Windwalkers are exceptionally mobile, able to move across the battlefield at quick speed due to Roll and Flying Serpent Kick. You also share your 10% movement speed buff with party and raid members within 10 yards.

As you will be near the primary targets at all times, use Spear Hand Strike to interrupt damaging spells or heals.

While you can survive heavy damage that other classes cannot through Touch of Karma, Fortifying Brew, Diffuse Magic, and Zen Meditation, you have no way to shed threat (except dying, which hampers your DPS), so be careful on the first few seconds of the pull.

GROUP BUFFS

Windwalkers grant Legacy of the White Tiger which increases primary stats by 5% and critical strike chance by 5%.

Stance of the Fierce Tiger provides a passive 10% movement speed increase that is shared with party and raid members within 10 yards.

Windflurry provides a passive 5% Multistrike increase to all party and raid members.

Rising Sun Kick reduces healing taken by affected targets by 25%.

PREPARING FOR HIGH-END CONTENT

Warlords of Draenor brings with it a wealth of ways to gear up. Questing, Garrisons, crafting, and dungeons all give ways to get decent gear. After you feel comfortable in dungeons, step into Proving Grounds and work on getting a Silver medal. Once you do, that opens up Heroic Dungeons. Grab some friends or queue up and go have fun!

Windwalkers are attuned to Multistrike, so focus on finding gear with that stat first. Haste, Critical Strike, and Versatility are your next stats to look for. For weapons, look for one-handed weapons (fist weapons, swords, axes, and maces) over two-handed weapons unless the two-handed weapon is several item levels higher than your one-handers.

MISTWEAVER

Mistweaver received the most changes between Mists of Pandaria and Warlords of Draenor, the biggest of which is the inclusion of Stance of the Spirited Crane. Doing damage while healing (also known as fistweaving) has always been a part of Mistweaver design, but this change has brought it into the spotlight.

Mistweaver is the healing spec of the Monk. There are two stances: Stance of the Wise Serpent offers a pure healing stance that is strong at quick single-target healing and small Heal Over Time (HOT) spells; and Stance of the Spirited Crane that focuses on doing damage to a target and using Eminence to do "smart heals" to injured party members.

MASTERY: GIFT OF THE SERPENT
You have a 10% chance when you heal to summon a Healing Sphere nearby an injured ally for 30 sec. Allies who walk through the sphere will be healed.
If the Healing Sphere expires before being used, a nearby ally within 12 yards of the sphere will be healed.

SPECIALIZATION ABILITIES

BOTH STANCES

Ability	Level	icon	Description
Legacy of the Emperor	22		You extol the words of the last emperor, increasing Strength, Agility, and Intellect by 5%. If target is in your party or raid, all party and raid members will be affected.
Focus and Harmony (Passive)	45		Haste effects lower the global cooldown of your spells and abilities. Your attack power now equals exactly 100% of your spell power.
Life Cocoon	50		Encases the target in a cocoon of Chi energy, absorbing damage and increasing periodic healing received by 50%. Lasts for 12 sec.
Mana Tea	56		Consumes 1 stack of Mana Tea per 0.5 sec to restore 4% of your maximum Mana. For each 4 Chi you spend, you gain 1 stack of Mana Tea, with a chance equal to your critical strike chance to generate 1 extra stack.
Detonate Chi	64		Detonate all of your Healing Spheres, causing each of them to heal an ally within 12 yards.
Thunder Focus Tea	66		Receive a jolt of energy, doubling healing done by your next Surging Mist, or causing your next Renewing Mist to jump 2 additional times.
Summon Jade Serpent Statue	70		Summons a Jade Serpent Statue at the target location for 15 min. The statue has two passive abilities.Eminence (requires Stance of the Spirited Crane): When the Monk deals damage, the summoned Jade Serpent Statue will heal the lowest health nearby target within 20 yards for 50% of the damage done.Serpent's Accord: When you cast Soothing Mist, the Jade Serpent Statue will also cast Soothing Mist on an injured ally within 40 yards. Only one statue can be active at a time.
Revival	78		Heals all party and raid members within 100 yards and clears them of all harmful Magical, Poison, and Disease effects.
Mastery: Gift of the Serpent (Passive)	80		You have a 10% chance when you heal to summon a Healing Sphere nearby an injured ally for 30 sec. Allies who walk through the sphere will be healed. If the Healing Sphere expires before being used, a nearby ally within 12 yards of the sphere will be healed.
Jade Mists (Passive)	90		You gain 5% more of the Multistrike stat from all sources. Your Renewing Mist and Rising Sun Kick have a chance equal to your Multistrike chance to not go on cooldown when used. The next Renewing Mist or Rising Sun Kick cannot trigger this effect.

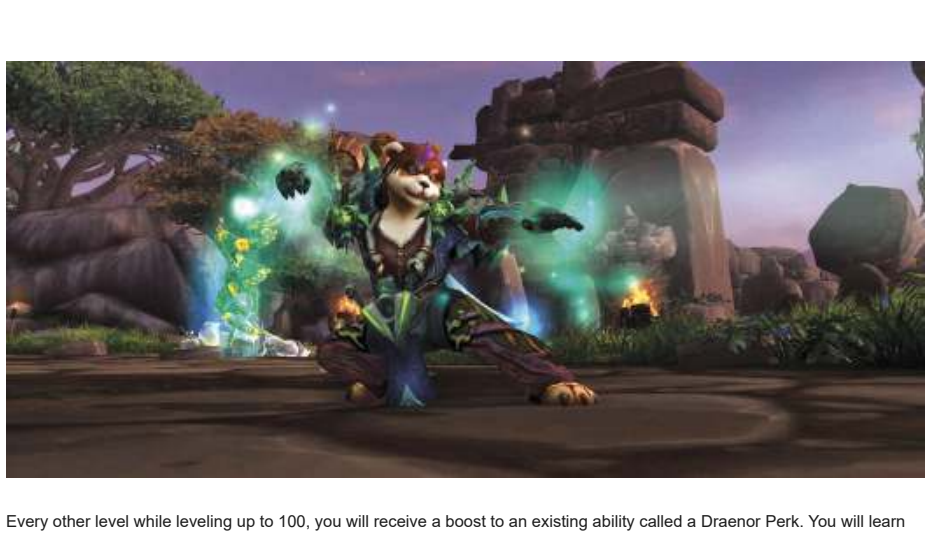
STANCE OF THE WISE SERPENT ONLY

Ability	Level	icon	Description
Soothing Mist	10		Heals the target over 8 sec. Surging Mist is instant while channeling this ability.
Stance of the Wise Serpent	10		Increases healing done by 20%, and improves the functionality of Crackling Jade Lightning and Spinning Crane Kick.
Enveloping Mist	16		(3 Chi) Heals the target over 6 sec, and increases healing received from your Soothing Mist by 30%. Instant cast while channeling Soothing Mist.
Teachings of the Monastery (Passive)	34		Causes your Spinning Crane Kick to heal nearby injured allies every 0.8 sec for 2.25 sec. Healing yourself does not count for Chi generation from Spinning Crane Kick.
Renewing Mist	42		You surround the target with healing mists, restoring health over 18 sec and generating 1 Chi. Each time Renewing Mist heals, it also travels to the most injured ally within 20 yards, up to 2 times.
Uplift	62		(2 Chi) Heals all targets with your Renewing Mist active.

STANCE OF THE SPIRITED CRANE ONLY

Ability	Level	Icon	Description
Crane Style Techniques (Passive)	10		You become adept in the ways of the Spirited Crane, amplifying several of your abilities.Vital Mists: Each Chi that you consume grants you a stack of Vital Mists, reducing the cast time and Mana cost of your next Surging Mist by 20%. Stacks up to 5 times. Lasts 30 sec.Blackout Kick: Eminence healing from Blackout Kick heals up to 5 targets for 20% of the damage done. Additionally, Blackout Kick also grants you Crane's Zeal, increasing your critical strike chance by 20% for 20 sec.Crackling Jade Lightning: Channels 150% faster and generates 1 Chi each time it deals damage.
Stance of the Spirited Crane	10		Improves the functionality of Surging Mist, Blackout Kick, and Crackling Jade Lightning. While in this stance, you will gain Eminence.Eminence: 50% of all damage you deal, with your melee attacks and abilities, including Multistrikes, will be converted into healing on an injured ally within 20 yards.
Rising Sun Kick	56		(2 Chi) You kick upwards, dealing damage and causing all enemies within 8 yards to take 20% increased damage from your abilities for 15 sec.

DRAENOR PERKS



Every other level while leveling up to 100, you will receive a boost to an existing ability called a Draenor Perk. You will learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Perk	Description
Enhanced Roll	Your Roll now travels the same distance in 25% less time.
Enhanced Transcendence	The cooldown of Transcendence is reduced by 35 sec, and Transcendence: Transfer is now instant cast.
Improved Life Cocoon	Reduces the cooldown of Life Cocoon by 20 sec.
Improved Renewing Mist	Increases the duration of Renewing Mist by 2 sec.

ROTATION

The rotations are different depending on which stance you are in. You can change stances at any time, costing only a global cooldown.

Wise Serpent

- Use Renewing Mist on cooldown to make sure the party/raid is blanketed with as many of these as possible. There is a chance (equal to your Multistrike chance) that your Renewing Mist will not go on cooldown when used, allowing you to use it twice in a row.
- Soothing Mist on your single target in order to speed up casting of Surging Mist (your primary Chi generator).
- For single-target healing, spend Chi on Enveloping Mist. For healing multiple targets, spend Chi on Uplift.
- Use Revival if there are many allies with a Magic, Poison, or Disease debuff and/or there are several targets nearing death.
- Use Life Cocoon to shield a target that is about to take a lot of damage.

Spirited Crane

- Use Jab to generate Chi.
- Use Tiger Palm to apply the Tiger Power buff. Use again when needed to maintain the buff.
- Use Rising Sun Kick to apply the damage debuff. Like Renewing Mist, there is a chance that Rising Sun Kick will not go on cooldown when used.
- Use Blackout Kick to apply Crane's Zeal, increasing your critical strike chance. Use again when needed to maintain the buff.
- When at 5 stacks of Vital Mists, cast Surging Mist as it will be instant cast and cost no Mana.
- When all buffs and debuffs are active, use Tiger Palm for single target heals, Blackout Kick for multiple target heals, and Rising Sun Kick for large heals.
- Crackling Jade Lightning is Mana intensive, but provides a lot of damage and healing in a short time and will generate 4 Chi.

For Both Stances

- Place your Jade Serpent Statue close to a group of targets that need healing.
- Use Detox to remove Magic, Poison, or Disease effects from targets.

GROUP PLAY

Mistweavers have the unique ability to "switch gears", going from 50% damage/50% healing to full healing and back again. This will make them attractive to raid teams that want to edge out as much damage as possible.

Keeping the party happy and healthy is your primary job. Coordinate with other healers to ensure you are not using healing cooldowns like Revival unnecessarily. If only light raid damage is going out, help your team by going into Stance of the Spirited Crane and doing damage. If damage starts getting heavier, switch gears to Stance of the Wise Serpent to get everyone safe again.

Both stances require careful management of buffs and debuffs. Renewing Mist uptime for Mistweavers and Crane's Zeal/Tiger Power/Rising Sun Kick for Fistweavers will set you above the rest.

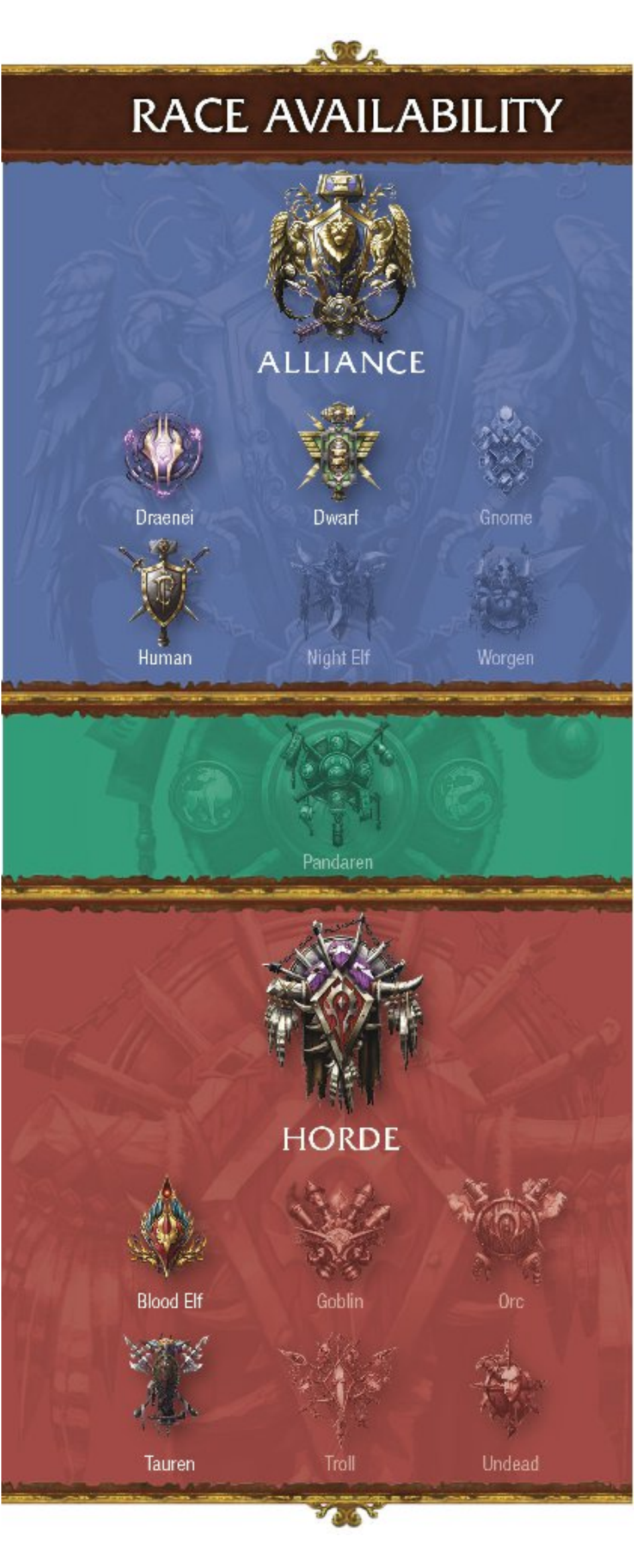
GROUP BUFFS

Mistweavers grant Legacy of the Emperor which increases primary stats by 5%.

GETTING READY FOR HIGH-END CONTENT

Warlords of Draenor brings with it a wealth of ways to gear up. Questing, Garrisons, crafting, and dungeons all give ways to get decent gear. After you feel comfortable in dungeons, step into Proving Grounds and work on getting a Silver medal. Once you do, that opens up Heroic Dungeons. Grab some friends or queue up and go have fun!

Mistweavers are attuned to Multistrike, so focus on finding gear with that and Critical Strike. Trinkets, weapons, rings, necks, and cloaks have the chance to have Spirit on it which will be helpful in not going out of Mana. On fights when you will be fistweaving, two-handed weapons will perform better. When mainly mistweaving, the one-handed plus off-hand will usually provide more stats. Note that you can switch weapons during combat, so you could switch out when changing stances.

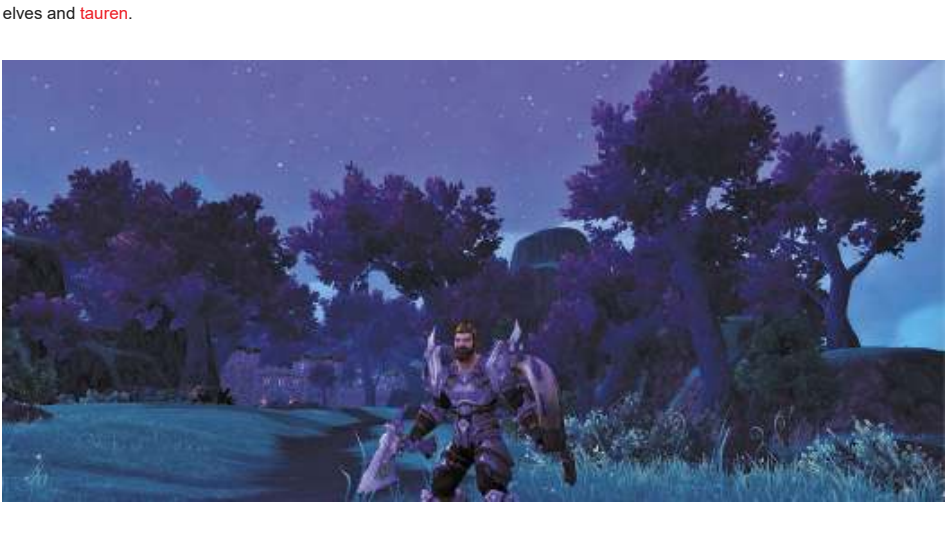


PALADIN

Paladins are shining beacons of justice that wade into battle clad in a suit of heavy armor, bearing a strong weapon and the power of the Holy Light. Since the beginning, the class has represented a marriage between using the Light to vanquish enemies and protect allies alike. Paladins represent one of the truest hybrid classes in the game, able to perform any of the three major party roles (DPS, healer, or tank) depending on how they are specialized.

While a melee class, Paladins back up their attacks with spells when tanking or dealing damage. And in healing, the Paladin draws from its clerical roots to both restore and protect allies. Across all three specializations, the Paladin is equipped with unique utility spells that allow them to assist and enhance friends in combat.

Originally an Alliance-only class, new races have begun to follow the Paladin path in recent years, making it a much more widely available calling across Azeroth. Alliance humans, dwarves, and draenei can be Paladins, as well as the Horde's blood elves and tauren.



BOOSTING TO 90

Paladins gain a 5% bonus to their primary stat (strength for Retribution, stamina for Protection, intellect for Holy) when wearing all plate. No matter how much more attractive a cloth/leather/mail piece may be for your healing set, it won't provide as much value as a proper piece of plate armor.

All Paladin specializations have some form of healing capability. Flash of Light is a baseline spell (that is, all three specializations learn it) and can be used to top off your health bar after combat. Word of Glory can be used similarly, but at the cost of Holy Power. There is also the very powerful Lay on Hands which can act as an "extra life" of sorts, instantly replenishing the hit points of a friendly target. Talents offer further options like the ability Light's Hammer.

Paladins have several powerful utility spells and buffs at their disposal and should be used whenever possible to provide an extra edge for their group. The various Hand spells can save an ally's (or the Paladin's own!) life in the right situation. In addition, it's important to make sure either Blessing is used whenever possible in order to boost the power of any allies.

The Paladin is widely known and reviled for the power of the Divine Shield spell, which prevents all damage for a period of time. It's very useful in group content to avoid damage which may kill the Paladin, to buy some extra time in PvP for reinforcements to arrive, and even (when paired with a certain glyph) to use a Hearthstone without interruption and escape certain death.

Although primarily a melee class, Paladins have a few ranged abilities which can allow them to still do damage when forced to keep distance from a target. A Paladin should never think that they can't attack a foe just because they're not near it!

CLASS ABILITIES AND RESOURCES

HOLY POWER

Mana is the Paladin's primary resource, but really only affects the gameplay of Holy-specialized players. The real force behind Paladin abilities is Holy Power. Many core abilities generate Holy Power while attacks and healing spells most intrinsic to Paladin specializations consume it.

In addition to consumers specific to each role, all three specializations can spend Holy Power on Word of Glory (or Eternal Flame if talented into it).

Until level 85, when the passive Boundless Conviction is learned, a Paladin only has a maximum of three Holy Power. After that point, the total goes up to five.

SEALS

The Seal a Paladin player uses will generally coincide with what specialization they are playing as. Seals make melee attacks have different effects and can give certain passive bonuses.

The first Seal a Paladin learns at level 3 is Seal of Command, though that is later replaced with Seal of Truth at level 24.

Seal	Preferred Spec	Best for…
Seal of Insight	Holy and Protection	Healing Paladins will use Insight for the healing boost; tanking Paladins will use it for the steady stream of self-healing ticks.
Seal of Justice	Retribution	Available only to Retribution Paladins, Justice is best used in PVP to slow down enemy players.
Seal of Righteousness	Retribution and Protection	Retribution Paladins should swap to this Seal when facing larger groups of opponents, due to the extra AOE damage the Seal causes. Protection Paladins can use this when tanking large groups that aren't particularly dangerous for the extra threat.
Seal of Truth	Retribution	Retribution Paladins will want to use this Seal whenever attacking a single enemy that will survive long enough to suffer the full effect of the stacking DOT.

DIVINE SHIELD

Divine Shield (affectionately called the "bubble") is one of the class-defining features of the Paladin class, preventing all damage taken and certain negative effects for 8 seconds. It can be immensely powerful in certain situations, such as avoiding a near-killing blow in PVP and buying some time to escape/get healed back to full, or preventing a huge burst of damage in a raid encounter. Divine Shield can also be paired with Hand of Sacrifice to avoid the damage transfer of the ability, which is especially useful for healers. In addition, DPS-ers will want to watch out for the 50% damage-dealt debuff given by being "bubbled."

NON-SPECIALIZATION ABILITIES

Name	Level	Icon	Description
Crusader Strike	1		An instant strike that causes 100% Physical damage.
Seal of Command	3		Fills you with Holy Light, causing melee attacks to deal 10% additional Holy damage.
Judgment	5		Causes Holy damage. Requires an active Seal to cast.
Hammer of Justice	7		Stuns the target for 6 sec.
Word of Glory	9		Consumes up to 3 Holy Power to heal a friendly target.
Righteous Fury	12		Increases your threat generation while active, making you a more effective tank.
Redemption	13		Brings a dead ally back to life with 35% of maximum health and mana. Cannot be cast when in combat.
Flash of Light	14		Heals a friendly target.
Reckoning	15		Taunts the target to attack you, and increases threat that you generate against the target for 3 sec.
Lay on Hands	16		Heals a friendly target for an amount equal to your maximum health. Cannot be used on a target with Forbearance. Causes Forbearance for 1 min.
Divine Shield	18		Protects you from all damage and spells for 8 sec, but reduces all damage you deal by 50%. Cannot be used on a target with Forbearance. Causes Forbearance for 1 min.
Cleanse	20		Cleanses a friendly target, removing all Poison and Disease effects.
Divine Protection	26		Reduces magical damage taken by 40% for 8 sec.
Blessing of Kings	30		Places a Blessing on the friendly target, increasing Strength, Agility, and Intellect by 5%. If the target is in your party or raid, all party and raid members will be affected. Players may only have one Blessing on them per Paladin at any one time.
Seal of Insight	32		Fills you with Holy Light, increasing healing done by 5% and giving melee attacks a chance to heal you.
Rebuke	36		Interrupts spellcasting and prevents any spell in that school from being cast for 4 sec.
Hammer of Wrath	38		Hurls a magical hammer that strikes an enemy for Holy damage. Only usable on enemies that have 20% or less health.
Heart of the Crusader (Passive)	44		Increases your mounted speed by 20%. This does not stack with other movement speed increasing effects.
Turn Evil	46		The power of the Light compels an Undead, Aberration, or Demon target to flee, disorienting them for up to 40 sec. Only one target can be turned at a time.
Hand of Protection	48		Places a Hand on a party or raid member, protecting them from all physical attacks for 10 sec, but during that time they cannot attack or use physical abilities. Players may only have one Hand on them per Paladin at any one time. Cannot be used on a target with Forbearance. Causes Forbearance for 1 min.
Hand of Freedom	52		Places a Hand on the friendly target, granting immunity to movement impairing effects for 6 sec. Players may only have one Hand on them per Paladin at any one time.
Hand of Sacrifice	80		Places a Hand on a party or raid member, transferring 30% damage taken to the Paladin for 12 sec or until the Paladin has transferred 100% of their maximum health. Players may only have one Hand on them per Paladin at any one time.
Blessing of Might	81		Places a Blessing on the friendly target, increasing mastery by 550 at level 100. If the target is in your party or raid, all party and raid members will be affected. Players may only have one Blessing on them per Paladin at any one time.

TALENTS

Talent	Icon	Description	Notes
Level 15 Tier (Movement)			
Speed of Light		Increases your movement speed by 70% for 8 sec.	A great choice for a controlled burst of speed when needed. This talent is essentially a sprint which can be used to great effect on certain encounters.
Long Arm of the Law		Successful Judgments increase your movement speed by 45% for 3 sec.	Because of the shorter cooldown, the speed boost is much smaller, making the value of this talent coming from a more frequently available speed boost. Also useful as a pseudo-gap closer at the start of combat.
Pursuit of Justice		Increases your movement speed by 15%, plus an additional 5% for each charge of Holy Power up to 3.	Despite the sudden changes in movement speed depending on current Holy Power, some may find this talent useful. Powerful for when it's needed to always move a bit faster, even if only by a small amount.
Level 30 Tier (Control)			
Fist of Justice		Stuns the target for 6 sec. Replaces Hammer of Justice.	Good default choice for the tier and is the most widely useful option.
Repentance		Meditation incapacitates the enemy target for 1 min. Any damage other than Censure will awaken the target. Usable against Demons, Dragonkin, Giants, Humanoids, and Undead.	A bit situational (since other classes can bring baseline crowd control) but nonetheless this talent can be a huge help on certain content depending on the makeup of the group.
Blinding Light		Emits a dazzling light in all directions, blinding enemies within 10 yards, causing them to wander disoriented for 6 seconds.	Requires some finesse to use effectively, as any damage will break the disorient effect. As a result this is not very useful in the chaos of PVP.
Level 45 Tier (Healing)			
Selfless Healer		Your successful Judgments reduce the cast time and mana cost of your next Flash of Light by 35%, and increase its effect on others by 20%. Stacks up to 3 times.	Holy Paladins will get the most use out of this since they are the only specialization that generally uses Flash of Light often enough to want to talent for it. Ret players will appreciate how it offers a free, instant-cast Flash of Light every so often without having to manage a buff.
Eternal Flame		Consumes up to 3 Holy Power to heal an ally along with an additional amount every 2 sec for up to 30 sec. Healing over time increased by 50% when cast on self. Replaces Word of Glory.	Very powerful healing spell that will be mostly favored by Holy Paladins. The initial heal is as strong as a Word of Glory and then there's an additional heal over time effect to sweeten the deal. Holy can use this to roll heal-over-time spells on the group.
Sacred Shield		Protects the target with a shield of Holy Light for 30 sec, absorbing damage every 6 sec. Only one target can be affected at a time.	A very powerful absorb that Protection Paladins in particular will want to keep up on themselves for extra survivability.
Level 60 Tier (survivability)			
Hand of Purity		Places a Hand on the friendly target, reducing damage taken by 10% and damage over time by an additional 80% for 6 sec. Players may only have one Hand on them per Paladin at any one time.	A very situational talent which really shines on PVE encounters that involve dangerous damage over time (DOT) effects. Holy Paladins will use this to keep others alive on such encounters, and tanks will like it for the short cooldown damage reduction in addition to the protection from DOTs.
Unbreakable Spirit		Reduces the cooldown of your Divine Shield, Divine Protection and Lay on Hands by 50%.	The best default choice of the tier for all Paladins for general situations/encounters.
Clemency		Your Hand abilities all now have 2 charges.	An amazing talent for PVP and certain PVE encounters where using Hand spells will have a huge effect on the group. Near mandatory for certain boss encounters since it allows Hand of Protection to be used twice at a time to work around certain dangerous effects.
Level 75 Tier (Cooldowns)			
Holy Avenger		Abilities that generate Holy Power will deal 30% additional damage and healing, and generate 3 charges of Holy Power for the next 18 sec.	An excellent cooldown for all three specializations; perfect for when unleashing a burst of healing or damage is necessary.
Sanctified Wrath		Holy, Retribution: Avenging Wrath lasts 50% longer and grants more frequent access to one of your abilities while it lasts.Protection: Your Holy Wrath now generates 1 Holy Power, and deals 100% additional damage.	Avenging Wrath is one of a Paladin's most commonly used cooldowns so this talent will make it that much better. A good choice if the player is comfortable with maximizing the use of Avenging Wrath.The Protection version of the talent makes one of their rotational abilities hit much harder and adds a steady, predictable source of Holy Power.
Divine Purpose		Prot: Eternal Flame and Shield of the Righteous.Holy: Eternal Flame and Light of Dawn.Ret: Eternal Flame, Templar's Verdict, and Divine Storm have a 25% chance to cause your next Word of Glory (Shield of the Righteous for Prot, Light of Dawn for Holy) or Templar's Verdict and Divine Storm to consume no Holy Power but cast as if 3 were consumed.	This talent is great for new Paladins to give them a low-bandwidth option in the tier and one less cooldown to juggle. At higher levels of haste this talent really shines for Retribution and Protection by boosting the Holy Power generation rates of those specs.
Level 90 Tier (Damage and Healing)			
Holy Prism		A beam of light turns the target into a Holy Prism. An enemy target takes Holy damage and radiates healing to 5 nearby allies within 15 yards. A friendly target is healed and radiates Holy damage to 5 nearby enemies within 15 yards.	Because of the short cooldown, this talent is most valuable when there's space in a rotation to use it as often as possible. Its damage and healing are weaker to compensate for the increased use.
Light's Hammer		Hurls a Light-infused hammer into the ground, where it blasts a 10 yard radius every 2 sec for the duration. Each blast deals Holy damage to enemies, reduces enemy movement speed by 50% for 2 sec, and heals allies.	A good option for bringing some extra AOE healing to a PVE encounter that requires the group to stack up, or to apply lots of AOE damage on a stacked up group of enemies.
Execution Sentence		A hammer slowly falls from the sky, causing Holy damage over 10 sec. Damage increases over time, culminating in a final burst. Dispelling the effect triggers the final burst. Stay of Execution: On a friendly target, the falling hammer heals over 10 sec. This healing is a large burst at first, and then decreases over time.	Because it is single-target, this talent does not split its effect between healing or damage, it only does one or the other depending on what was targeted. This will be the optimal choice in the tier for Retribution Paladins because it provides the most damage output of the tier for single-target encounters.
Level 100 Tier (Specialized)			
Empowered Seals (Retribution and Protection)		Your Seals also cause your Judgment to empower you with an additional beneficial effect which persists through changing.Judgment of Justice: Increases your movement speed by 20% for 20 sec.Judgment of Insight: Heals you for 3% of your maximum health every 2 sec for 20 sec.Judgment of Righteousness: Increases your haste by 15% for 20 sec. Judgment of Truth: Increases your attack power by 15% for 20 sec.	This talent will require a lot of bandwidth to use effectively as it enables "Seal twisting" (that is, changing Seals after getting the empowered effect of one to cast Judgment and get the empowered effect of another) to make the most of it. However, the talent is very powerful to make up for the required maintenance and will reward Paladins who master it.
Seraphim (Retribution and Protection)		The Light temporarily magnifies your power, increasing your Haste, Critical Strike, Mastery, Multistrike, Versatility, and Bonus Armor from gear by 1000 for 15 sec.	At only 30 seconds, this is a powerful short-term cooldown and can be used often to great effect to burst damage reduction and/or damage dealing. The only Holy Power consumer for Paladins that requires all five charges to activate.
Holy Shield (Protection)		Increases your block chance by 15%, and allows you to block spells. Additionally, when you block, you deal Holy damage to your attacker.	Because it is passive, some protection Paladins may prefer that the talent doesn't need to be managed to be useful. The block chance increase is nice, but the real beauty of the talent is in the gained ability to block spells. Very useful when tanking certain magic-heavy encounters.
Final Verdict (Retribution)		Empowers your weapon with holy energy, and performs a devastating strike, dealing 200% Holy damage. Also increases the damage and radius of your next Divine Storm by 100%. Replaces Templar's Verdict.	A powerhouse ability for Retribution that turns the heaviest hitting attack into pure Holy damage, allowing it to bypass armor for extra hurt. Also has the benefit of not needing to be managed, which makes this a great choice for players that are just starting out and are uncomfortable with cooldown uptime or seal-twisting. The best single-target choice in the tier for Retribution.
Beacon of Faith (Holy)		Mark a second target as a Beacon, mimicking the effects of Beacon of Light.	Can be very powerful on certain PVE encounters that require focusing equally on both tanks, for example. Basically a useful tool in any situation where you need to keep two different people up as much as possible.
Beacon of Insight (Holy)		Places a beacon of insight on an ally, increasing their healing received from your next direct single-target heal, or Holy Radiance, within 1 min by 30%. When consumed, or when the target reaches full health, it moves to the most injured ally within 40 yards. Limit 1.	A great tool for group content, allowing a healer to quickly bring several people back up after a burst of damage, especially those who need healing the most.
Saved by the Light (Holy)		When you or your Beacon of Light target drops below 30% health, you instantly grant the injured target a protective shield, absorbing up to 30% of their maximum health for 10 sec. You cannot shield the same person this way twice within 1 min.	Probably the best choice in the tier for standard raid encounters where one target is taking a constant, heavy beating. Makes Beacon of Light on that target all the more powerful.

HOLY

Part of what makes a Paladin is the use of the Holy Light to heal and protect allies. Holy Paladins excel in this task, calling upon the power of the divine to restore those around them even in the most dire of situations. Holy Paladins are a versatile and powerful healer, armed with a range of single-target and group healing spells as well as spells that can absorb damage.

MASTERY: ILLUMINATED HEALING
Your healing spells and their multistrikes also place an absorb shield on your target for a percent of the amount healed lasting 15 sec. Does not trigger from healing caused by Beacon of Light.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Holy Insight (Passive)	10		Increases the effectiveness of your healing by 25% and your Word of Glory, Eternal Flame and Light of Dawn by 50%. Increases your mana pool by 400%. Allows 50% of your mana regeneration from Spirit to continue while in combat.
Holy Shock	10		Deals Holy damage to an enemy, or healing to an ally, and grants 1 Holy Power. Holy Shock has double the normal critical strike chance.
Denounce	20		Casts down the enemy with a bolt of Holy Light, causing Holy damage and preventing the target from causing critical effects for the next 4 sec.
Sacred Cleansing (Passive)	20		Your Cleanse spell now also dispels Magic effects.
Holy Radiance	28		Imbues a friendly target with radiant energy, healing that target and up to 6 allies within 10 yards for half that amount. Grants 1 Holy Power.Healing effectiveness diminishes for each player target beyond 6.
Supplication (Passive)	34		For 8 sec after you kill an enemy that yields experience or honor, your next Flash of Light will be increased by 100% and has 50% increased critical strike chance.
Beacon of Light	39		Your heals on other party or raid members will also heal the Beacon of Light target for up to 50% of the amount healed. Your Flash of Light and Holy Light on the Beacon of Light target will also refund 40% of their mana cost.
Infusion of Light (Passive)	50		Your Holy Shock criticals reduce the cast time of your next Holy Light or Holy Radiance by 1.5 sec. Also increases your haste by 10%.
Plate Specialization (Passive)	50		Increases your Intellect by 5% while wearing only Plate armor.
Holy Light	54		Heals a friendly target.
Daybreak (Passive)	56		Casting Holy Radiance causes your next Holy Shock to also heal up to 6 allies within 10 yards of the target for 15% of the original healing done. Can accumulate up to 2 charges.
Devotion Aura	60		Inspire all party and raid members within 40 yards, granting them immunity to Silence and Interrupt effects and reducing all magic damage taken by 20%. Lasts 6 sec.
Light of Dawn	70		Consumes up to 3 Holy Power to unleash a wave of healing energy, healing 6 injured allies within 30 yards.
Avenging Wrath	72		Imbues you with wrathful light, increasing healing done by 100% and haste, critical strike chance, and damage by 20% for 20 sec.
Sanctified Light (Passive)	90		You gain 5% more of the Critical Strike stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Empowered Beacon of Light (Passive)	Your single-target heals heal your Beacon of Light target for 10% more. Also applies to Beacon of Faith.
Enhanced Holy Shock (Passive)	Your Holy Light and Flash of Light have a 10% chance to cause your next Holy Shock to not trigger a cooldown.
Improved Daybreak (Passive)	Increases the healing from Daybreak by 100%.
Improved Forbearance (Passive)	Reduces the duration of Forbearance by 30 sec.

ROTATION

Healing is different from the other two Paladin specializations in that there is no set rotation to work through. Instead the player has different kinds of tools which work best in specific situations. As healing is done, the Paladin will build Holy Power, which can be spent on Word of Glory/Eternal Flame or Light of Dawn depending on if you are healing single-target or AOE.

- The first thing to do is cast Beacon of Light on someone (usually a tank). Now, any healing done on other players will also heal the Beacon target. Rely on the healing transfer to keep the Beaconed player at a steady health level, intervening with direct heals when necessary.
- If an ally is in peril, use Flash of Light to quickly stabilize their health bar. Holy Shock can be used to build Holy Power for a Word of Glory.
- If multiple allies are in immediate danger, use Holy Radiance and Holy Shock (which will heal up to 6 allies due to Daybreak) to quickly heal as many as you can, and then unleash Light of Dawn whenever there's enough Holy Power available.
- When there are periods of calm try to build Holy Power, in order to have resources on demand for a Word of Glory or Light of Dawn.

GROUP PLAY

In a group, Holy Paladins fill the important role of keeping those around them alive and on two feet. Use healing spells to prevent deaths during combat (especially the tank!) and make good use of utility spells to reduce damage taken by allies.

A key skill in group play is learning how best to conserve mana so that healing can continue throughout the duration of an encounter. Being efficient with spell choices, saving Flash of Light for emergencies when someone needs to be quickly topped off, and using Holy Light for less dire circumstances are all important skills to hone. Use Holy Power-dependent heals to help conserve mana as well. It's a good idea to use Holy Shock whenever it's off cooldown, since that spell is both cheap and grants charges of Holy Power.

GROUP BUFFS

Like all Paladins, Holy-specialized players bring Blessing of Might and Blessing of Kings.

PREPARING FOR HIGH-END CONTENT

When gearing for raid content, a Holy Paladin will want to find a balance in gear where they have enough mana regeneration to not run out of mana (OOM) during combat, but not so much that they are making their own healing spells weaker.

Essentially, the perfect amount of Spirit (the stat that gives mana regen) is where a healer will end the encounter nearly out of mana. Too much Spirit means they'll end up with lots of mana left, which indicates that they are wasting itemization on Spirit. Too little Spirit means they'll run out of mana mid-combat and their allies will die.

When a player feels they have enough mana regen, they'll then want to focus on healing power stats: Intellect, Critical Strike, Haste, Mastery, Multistrike, Readiness, and Versatility. It's going to take trial and error to find a good balance between mana regen and throughput, depending on playstyle and healing efficiency.

Also, it's very important to practice skills that will make the player a more powerful healer outside of just the context of stats. Learn how to use various Hand spells, and cooldowns (which can turn around a sticky situation!), and work on increasing reaction time so heals are fired off as soon as they are needed. Read up on encounters and figure out when the best points in a fight are to use certain spells (for example, using AOE spells if an encounter requires stacking).

PROTECTION

Unique among other tanking specializations in the game, protection Paladins combine heavy armor, a shield, and plentiful self-healing to create a walking holy juggernaut that can take a beating from anything in their path. Prot-specced Paladins call upon the Holy Light to preserve them in the face of even the most dangerous of foes, and to shield their allies from harm.

MASTERY: DIVINE BULWARK
Increases the damage reduction of your Shield of the Righteous, adds to the value of Bastion of Glory, improves the effect of Bastion of Glory, and increases your chance to block melee attacks. Also increases your attack power.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Avenger's Shield	10		Hurls your shield at an enemy target, dealing Holy damage, interrupting and silencing the target for 3 sec, and then jumping to 2 additional nearby enemies.
Resolve (Passive)	10		Increases your healing and absorption done to yourself, based on damage taken (before avoidance and mitigation) in the last 10 sec.
Hammer of the Righteous	20		Hammer the current target for Physical damage, causing a wave of light that hits all other targets within 8 yards for Holy damage. Grants 1 Holy Power.
Holy Wrath	20		Sends bolts of power in all directions, causing Holy damage divided among all enemies within 10 yards, stunning Demons and Undead for 3 sec.
Seal of Truth	24		Fills you with Holy Light, causing melee attacks to deal additional Holy damage and apply Censure to the target. Replaces Seal of Command. Censure: Deals Holy damage over 15 sec. Stacks up to 5 times.
Consecration	34		Consecrates the land beneath you, causing Holy damage over 9 sec to enemies who enter the area.
Shield of the Righteous	40		Instantly slam the target with your shield, causing Holy damage, reducing a percentage of the physical damage you take for 3 sec, and causing Bastion of Glory. Bastion of Glory: Increases the strength of your Word of Glory when used to heal yourself by 6%. Stacks up to 5 times.
Seal of Righteousness	42		Fills you with Holy Light, causing melee attacks to deal Holy damage to all targets within 8 yards.
Grand Crusader (Passive)	50		When you avoid a melee attack you have a 30% chance of refreshing the cooldown on your next Avenger's Shield and causing it to generate 1 Holy Power.
Shining Protector (Passive)	50		All heals you receive, including multistrikes, have a chance equal to your multistrike chance to trigger Shining Protector, healing you for an additional 30% of the triggering heal.
Hand of Salvation	66		Places a Hand on the party or raid member, temporarily removing all their threat for 10 sec. Players may only have one Hand on them per Paladin at any one time.
Ardent Defender	70		Reduce damage taken by 20% for 10 sec. While Ardent Defender is active, the next attack that would otherwise kill you will instead cause you to be healed for 12% of your maximum health.
Guardian of Ancient Kings	75		Summons a Guardian of Ancient Kings to protect you for 8 sec. The Guardian of Ancient Kings reduces damage taken by 50%.
Sacred Duty (Passive)	90		You gain 5% more of the Haste stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Empowered Avenger's Shield (Passive)	Avenger's Shield strikes 2 additional targets.
Improved Block (Passive)	Increases the amount blocked by your shield by an additional 10%.
Improved Consecration (Passive)	Increases damage done by Consecration by 50%.
Improved Forbearance (Passive)	Reduces the duration of Forbearance by 30 sec.

ROTATION

The single-target rotation is pretty straightforward and revolves around prioritizing Holy Power-generating abilities to provide the resources for casting Shield of the Righteous. It's a good idea to not spend Holy Power until there's a full deck of five charges, that way there's always two Holy Power banked and available if an emergency Word of Glory needs to be fired off or Eternal Flame refreshed.

Open with Avenger's Shield at a distance, and use Grand Crusader procs immediately whenever available (because those generate Holy Power).

Whenever five Holy Power is reached, use Shield of the Righteous. The spell is off the global cooldown, so there's no reason to delay using the attack and thus waste Holy Power by generating more than five.

Prioritize your Holy Power-generating abilities based on what hits hardest:

- If talented into Sanctified Wrath, Holy Wrath.
- Then Judgment is the next best choice.
- Then Crusader Strike.

When generators are on cooldown, prioritize your fillers as follows:

- If the enemy is under 20% health, use Hammer of Wrath.
- Then any chance to use Avenger's Shield without Grand Crusader procs.
- Throw down a Consecration (though it's fairly weak for single-target).
- Finally, if not talented into Sanctified Wrath, Holy Wrath.

In AOE situations, the rotation gets much simpler:

- Open with Avenger's Shield and use Grand Crusader procs immediately whenever available.
- Hit Shield of the Righteous at five Holy Power.
- Use Hammer of the Righteous, Judgment, and Sanctified Wrath-talented Holy Wrath whenever possible to keep up Holy Power generation.
- Prioritize Avenger's Shield over your other AOE attacks (it's the heaviest hitting on multiple targets).
- Then Consecration (much better on multiple targets).
- Then Holy Wrath (which gets weaker the more enemies there are).

GROUP PLAY

Tanks tend to carry a lot of responsibility in the group, it's a fact of life for the role. Allies will look to the tank as a leader, and as a result it's important that the tank is capable at what they do. They must be able to generate threat and hold the attention of any enemies, and be prepared to taunt wayward enemies away from any allies that have drawn unwanted attention. Using Hand spells on allies if there's a good opportunity is also something a good tank can do that will make a difference. Most importantly, Paladin tanks must make good use of all cooldowns and defensive abilities so that incoming damage does not become overwhelming for the healer.

GROUP BUFFS

Like all Paladins, protection-specialized players bring Blessing of Might and Blessing of Kings.

PREPARING FOR HIGH-END CONTENT

Being successful at tanking higher level content requires a combination of proper gearing, practicing cooldown use, and preparation for the content.

First, a protection Paladin must make sure that their gear has the right amount of stamina so they can comfortably take on incoming damage without going into the "danger zone" every time they take a hit. It's a good idea for the tank to get feedback from the healer on how easy or difficult it was to keep them alive. Once a decent amount of stamina is achieved, focus can be shifted to stacking key secondary stats; Bonus Armor and Haste being the two best options there. Haste especially is useful because it lowers the global cooldown on abilities, allowing a Protection Paladin to use them more often, which then generates more Holy Power and increases survivability as a result. Bonus Armor is one of the best damage reduction stats for a Paladin tank and should be emphasized on the limited gear slots where it is available.

A critical part of tanking is being comfortable with cooldowns and when to use them. Divine Protection, Guardian of Ancient Kings, Ardent Defender, Lay on Hands, and even Divine Shield (though remember that using that last ability drops aggro on what's being tanked!) are important for keeping the tank on two feet. The mark of a great tank is one that uses all their cooldowns at the right time to minimize their incoming damage as much as possible.

Lastly, a great tank does research ahead of time so they know the best way to handle an encounter. They figure out the little tricks to stay alive ahead of time, so they can shine for their allies. PvE encounters tend to have an obvious tempo to them that can be memorized over time—such as when it's best to use a Hand spell on a healer, or when the best time to use Divine Protection may be. It's also key to figure out ahead of time the best glyphing options to get an edge over the content.

RETRIBUTION

Retribution Paladins wield massive two-handed weapons in battle, armored by heavy-clad plate armor and their own faith. Retribution Paladins are the damage-dealing specialization of the class, and are capable of bringing to bear powerful melee DPS in very short windows of time (also known as "burst").

MASTERY: HAND OF LIGHT
Your Crusader Strike, Hammer of the Righteous, Hammer of Wrath, Templar's Verdict, Divine Storm, and multistrikes deal additional damage as Holy damage.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Sword of Light (Passive)	10		Increases the damage you deal with two-handed melee weapons by 25%.
Templar's Verdict	10		A powerful weapon strike that deals Physical damage.
Hammer of the Righteous	20		Hammer the current target for Physical damage, causing a wave of light that hits all other targets within 8 yards for Holy damage. Grants 1 Holy Power.
Seal of Truth	24		Fills you with Holy Light, causing melee attacks to deal additional Holy damage and apply Censure to the target. Replaces Seal of Command. Censure: Deals additional Holy damage over 15 sec. Stacks up to 5 times.
Divine Storm	34		Deals Holy damage to all enemies within 8 yards.
Supplication (Passive)	34		For 8 sec after you kill an enemy that yields experience or honor, your next Flash of Light will be increased by 50% and has 100% increased critical strike chance.
Seal of Righteousness	42		Fills you with Holy Light, causing melee attacks to deal Holy damage to all targets within 8 yards.
Exorcism	46		Blasts the target with Holy Light, causing Holy damage and generating 1 Holy Power. Your autoattacks have a 20% chance of resetting the cooldown of your Exorcism.
Emancipate	54		Unshackles your spirit, freeing you from one movement impairing effect.
Seal of Justice	70		Fills you with Holy Light, causing melee attacks to deal 10% additional Holy damage and reduce the target's movement speed by 50% for 8 sec.
Avenging Wrath	72		Increases all damage and healing caused by 20% for 20 sec.
Absolve (Passive)	80		Your Hand of Sacrifice also removes all harmful Magic effects from the target.
Sanctity Aura (Passive)	80		You radiate holy energy, granting all nearby party and raid members 3% Versatility.
Righteous Vengeance (Passive)	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Empowered Divine Storm (Passive)	Holy Power consumers have a 25% chance to make your next Divine Storm free and deal 50% more damage.
Empowered Hammer of Wrath (Passive)	Hammer of Wrath can now be used on targets below 35% health.
Enhanced Hand of Sacrifice (Passive)	Reduces the cooldown on Hand of Sacrifice by 30 sec.
Improved Forbearance (Passive)	Reduces the duration of Forbearance by 30 sec.

ROTATION

The key to the Retribution Paladin rotation is giving priority to the hardest hitting attacks; the strongest of which being Templar's Verdict (or Final Verdict, if talented that way). Use Seal of Truth for single-target encounters.

- If Execution Sentence is talented and off cooldown, cast the ability.
- Use Templar's/Final Verdict whenever there are five charges of Holy Power. Don't generate more than five Holy Power as anything over the maximum is wasted DPS.
- Whenever an enemy is in execute range, prioritize Hammer of Wrath over any of the other generators.
- Otherwise Crusader Strike is the strongest Holy Power generating attack.
- Then Judgment.
- Then Exorcism, which can also serve as a filler since its cooldown should reset often due to the passive effect.

When facing multiple enemies swap in Hammer of the Righteous for Crusader Strike in the priority and spend Holy Power on Divine Storm instead of Templar's/Final Verdict. Switch to Seal of Righteousness only if there are more than four enemies and you expect them to live for more than 30 seconds.

GROUP PLAY

As a damage-dealing player, a Retribution Paladin's primary goal is to kill the enemies quickly and efficiently while avoiding making life more difficult for the healer or the tank. The best way to accomplish this is to prioritize attacks correctly in order to maximize damage output—all the while taking care not to "rip aggro" by attacking an enemy before the tank has a good hold on it and likewise not taking unnecessary damage (which drains the healer's resources). Most importantly: the more damage the DPS does, the shorter the encounter will be, and the less likely the healer will run out of mana.

When more comfortable with the specialization, a Retribution player can contribute a great deal to the group with the utility of Hand spells.

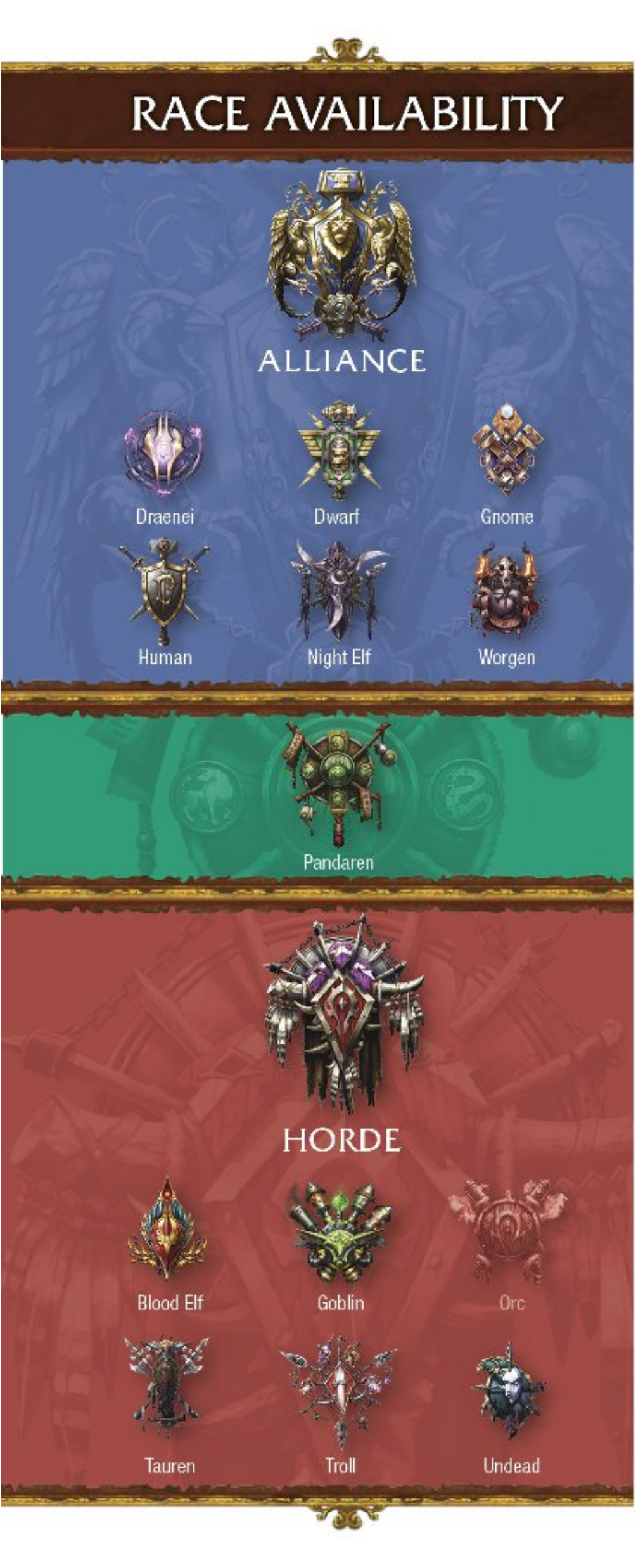
GROUP BUFFS

Like all Paladins, Retribution-specialized players bring Blessing of Might and Blessing of Kings. In addition, they bring the passive buff Sanctity Aura, which grants 3% Versatility to all nearby group and party members.

PREPARING FOR HIGH-END CONTENT

Damage-dealing players are blessed with having less direct responsibility for the conduct of the group, but they still have the critical responsibility of coming to an encounter prepared with knowledge of how the fight operates, as well as what glyphs and talents would work best for that particular boss.

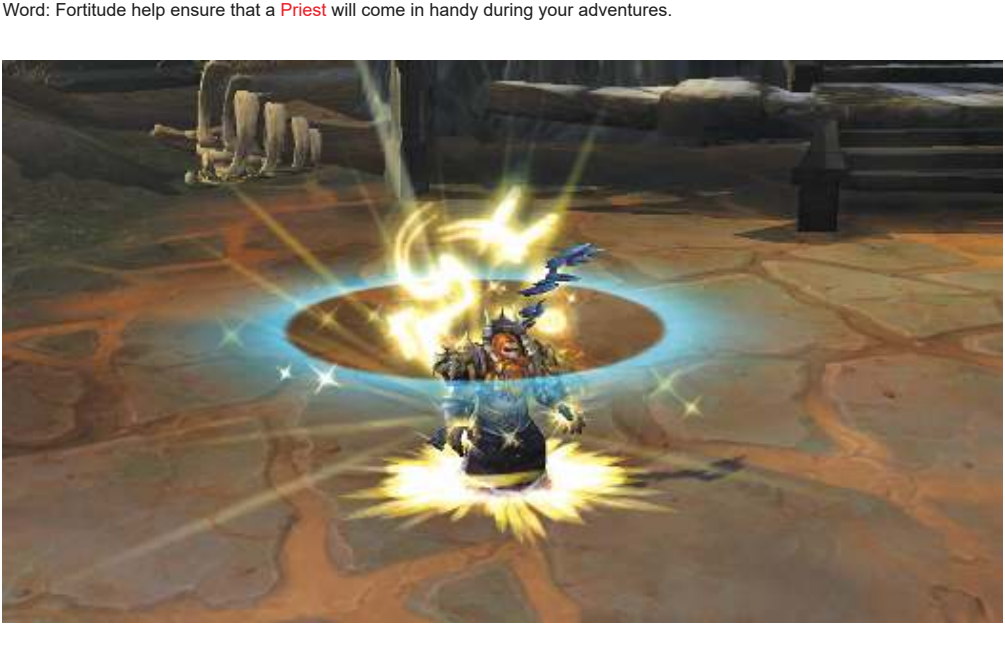
For their gear, a Retribution Paladin will want to maximize their Critical Strike and Multistrike through gems and enchanting, as those are the two strongest secondary stats for the specialization. Haste rounds out the pack as the third strongest secondary stat, with Versatility and Mastery after that.



PRIEST

The Priest is an iconic class capable of wielding spells that can heal their allies with Holy powers or assault their enemies with Shadow abilities. Healers can protect their allies with prevention abilities or assist them with health recovery. Priests are the only class in the game with two healing specializations.

Although Priests are traditionally known as a healing class, their offensive arsenal allows them to unload spells that can deal damage directly or over time to their enemies. Utility spells such as Leap of Faith, Shackle Undead, Mass Dispel, and Power Word: Fortitude help ensure that a Priest will come in handy during your adventures.



BOOSTING TO 90

Exercise caution because as a cloth wearing class, you may not be as durable in combat as some of the other classes. Thankfully, Priests have a way of easily preventing damage or recovering health.

Not only should you heal the tank and the rest of the party, do not forget to keep your own health up!

Use the right healing spells for the right job but don't expend too much mana in doing so. Nothing is worse than finding out that you have run out of mana and your tank ran out of health!

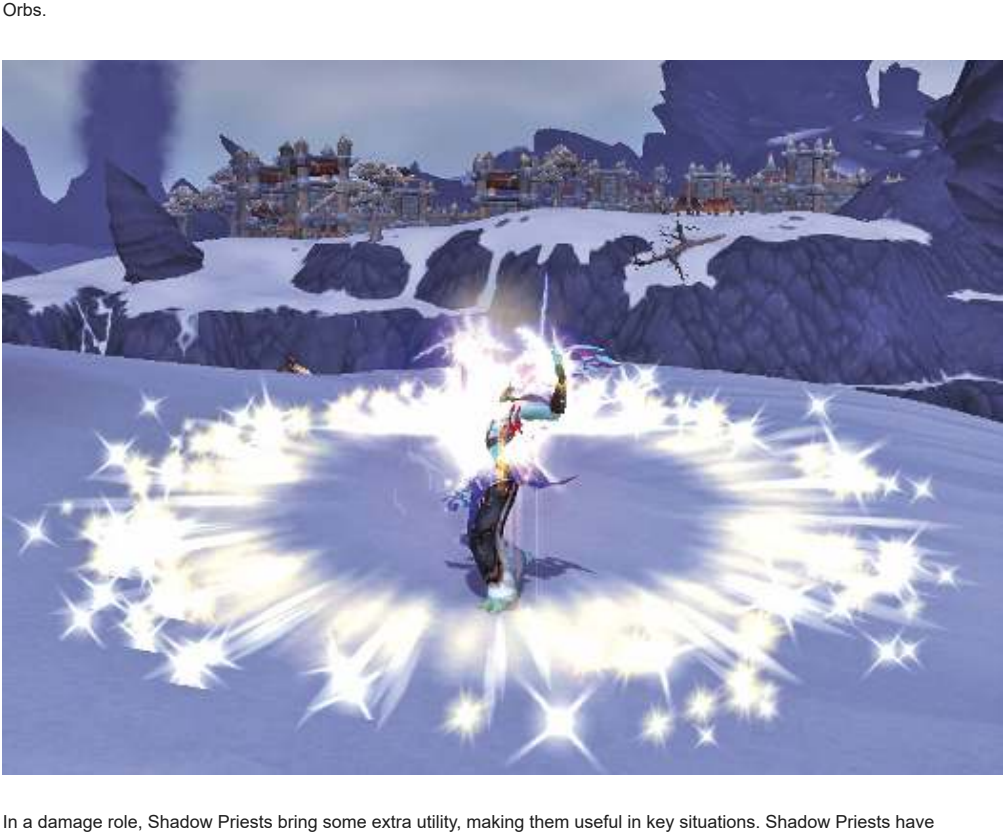
The Priest is one of the weakest classes in the game. Stay behind or in the middle of the rest of the party. Let your tank go first and take point when moving through dungeons.

No healing to be done? Cast some damage spells and help your party take down enemies!

If enemies are chasing after you, there are a few spells and tricks you can use to stay safe. Fade will cause you to be less threatening, resulting in your enemies pursuing someone else like the tank. Psychic Scream and Void Tendrils are other forms of crowd control which can be used to temporarily scare off or immobilize attackers, freeing you to get clear.

CLASS ABILITIES AND RESOURCES

All three Priest specs rely on mana to cast their spells and abilities. Shadow Priests have an additional resource called Shadow Orbs that let them cast powered-up versions of their spells. Some spells cannot be cast without having any Shadow Orbs.



In a damage role, Shadow Priests bring some extra utility, making them useful in key situations. Shadow Priests have Vampiric Embrace that allows them to briefly heal the rest of their group based on the amount of damage. This is especially useful when your party is in a challenging situation and your healers need help to keep the group sustained. Although Mind Control is available to all Priests, Shadow Priests are particularly in a better position to utilize the spell to briefly take control of the enemy. Healing Priests are often busy restoring health and don't have the time to use Mind Control. Psychic Scream and Void Tendrils can be used to temporarily control or freeze enemies in place while allies finish them off.

As healers, Holy Priests have different types of spells available to them. They have healing spells like Renew and Prayer of Mending that can regenerate health over time or on impact from an enemy. There are spells that heal multiple players. There are spells like Holy Word: Sanctuary and Lightwell that can heal anyone standing within a certain area. An effective Holy Priest is able to identify the best spells to use in any given situation.

Essentially, prevention and mitigation is the name of the game. Some of your spells will increase the health buffer on your allies, which provides a nice cushion from any incoming damage. Your main spells for this are Power Word: Shield which can absorb a set amount of damage based on Priest level and Spell Power. Other abilities from certain talents can also apply additional damage absorb spells. Spirit Shell turns your Flash Heal, Heal, and Prayer of Healing spells temporarily into spells that absorb incoming damage instead of healing players. Clarity of Will, a Discipline exclusive level 100 talent, is a new spell that lets you continually shield allies without penalty.

Leap of Faith is another ability that can pull your party members directly toward you to help them escape from certain dangerous situations. A glyph has been added where you can actually pull yourself to them in the event you are caught somewhere that is dangerous. This is another fun spell to utilize in PvP to help pull friends from harm's way.

NON-SPECIALIZATION ABILITIES

Name	Level	icon	Description
Smite	1		Smite an enemy for Holy damage.
Shadow Word: Pain	3		A word of darkness that causes Shadow damage instantly and additional Shadow damage over 18 seconds.
Power Word: Shield	5		Shield a friendly target, absorbing damage. Lasts 15 seconds. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 seconds.
Flash Heal	7		Heals a friendly target.
Resurrection	18		Brings a dead ally back to life. Cannot be cast while in combat.
Power Word	22		Infuses the target with vitality, increasing Stamina by 10% for 1 hour. Affects all party and raid members.
Fade	24		Fade out, temporarily removing all your threat for 10 seconds.
Dispel Magic	26		Dispels Magic on the enemy target, removing 1 beneficial Magic effect.
Mind Sear	28		Causes an explosion of shadow magic around the target, causing Shadow damage every second for 5 seconds to all enemies within 10 yards of the target.
Vampiric Touch	28		Causes Shadow damage over 15 seconds. Each time Vampiric Touch deals damage the caster gains 2% maximum mana.
Shackle Undead	32		Shackles the target undead enemy for up to 50 seconds. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.
Levitate	34		Allows the friendly party or raid target to levitate, floating a few feet above the ground. While levitating, the target will fall at a reduced speed and travel over water. Any damage will cancel the effect. Lasts 10 minutes.
Mind Vision	42		Allows the caster to see through the target's eyes for 1 minute. Will not work if the target is in another instance or another continent.
Shadowfiend	42		Creates a shadowy fiend to attack the target. Lasts 12 seconds.
Fear Ward	54		Wards the friendly target against Fear. The next Fear effect used against the target will fail, using up the ward. Lasts 3 minutes.
Prayer of Mending	68		Places a spell on the target that heals them the next time they take damage. When the heal occurs, prayer of Mending jumps to an ally within 20 yards. Jumps up to 5 times and lasts 30 seconds after each jump.
Mass Dispel	72		Dispels magic in a 15 yard radius, removing all harmful spells from each friendly target and 1 beneficial spell from each enemy target. Affects a maximum of 10 friendly targets and 10 enemy targets.
Leap of Faith	84		You pull the spirit of the friendly party or raid target, instantly moving them directly in front of you.

TALENTS

Talent	icon	Description	Notes
Level 15 Tier			
Desperate Prayer		Instantly heals the caster.	Excellent and instant emergency self-heal for yourself in the event you need to stay alive fast.
Spectral Guise		Your shadow blurs into the darkness, leaving your true form behind. As a shadow, you are stealthed, but remain in combat. Lasts 6 seconds or until your true form is hit by 3 direct attacks.	Perfect for PvP play as you can escape particularly dangerous situations. Ranged attacks will not be able to target you with this active.
Angelic Bulwark		When an attack brings you below 30% health, you gain an absorption shield equal to 15% of your maximum health for 20 seconds. Cannot occur more than once every 90 seconds.	Passive ability that will immediately protect you in the event of a near lethal hit. Only happens once every 90 seconds.
Level 30 Tier			
Angelic Feather		Place a feather at the target location, granting the first ally to walk through it increased movement speed for 6 sec. Max 3 charges. Only 3 feathers can be placed at one time.	Any player that walks through placed feathers will accelerate briefly. Only 3 charges of it are available and each charge takes 10 seconds to regenerate. Strategically placed feathers can help your allies escape quickly.
Body and Soul		Your Power Word: Shield and Leap of Faith also increase your target's movement speed by 60% for 4 seconds.	Useful talent for a quick burst of speed combined with a spell that shields players to get them out of harm's way during raid encounters. Also useful in PvP engagements.
Phantasm		Activating Fade removes all movement impairing effects and prevents your movement speed from being reduced for 5 seconds.	Excellent talent for PvP scenarios where you are otherwise immobile and need to escape immediately. Also renders your enemies unable to target you directly with ranged attacks.
Level 45 Tier			
Surge of Darkness and Light		Your healing spells and Smite have a 10% chance to make your next Flash Heal instant and cost no mana. Can accumulate up to 2 charges. Your Vampiric Touch and Devouring Plague damage has a 20% chance to cause your next Mind Spike not to consume your damage over time effects, be instant, and deal 50% additional damage. Can accumulate up to 3 charges.	Great talent for leveling up. You gain two charges of both buffs which allow you to quickly burst heal your allies or burst damage any enemies.
Mindbender		Creates a Mindbender to attack the target. Caster receives 0.75% mana when the Mindbender attacks. Lasts 15 sec. Replaces Shadowfiend.	Your Shadowfiend turns into a Mindbender allowing you slightly extra burst damage every minute along with some additional mana.
Insanity		Mind Flay deals 33% additional damage to your Devouring Plague victims per Shadow Orb spent on the Devouring Plague.	Allows extra burst damage on the same target as your Devouring Plague. Great for encounters with mostly one target.
Power Word: Solace		Strikes an enemy with heavenly power, dealing Holy damage, and additional Holy damage over 7 seconds while restoring 2% of maximum mana. This damage will heal a nearby injured ally for 100% of the damage dealt, or half as much if it heals the Priest. Replaces Holy Fire.	Preferred for healers who are attempting to regenerate their mana if no one in any immediate danger. Plus, allows you deal damage and gain a little bonus mana during periodic breaks of an encounter.
Level 60 Tier			
Void Tendrils		Summons shadowy tendrils, rooting up to 5 enemy targets within 8 yards for 20 seconds or until the tendril is killed.	Useful in temporarily trapping any hostile enemies in one area. Select Void Tendrils if you need to prevent enemies from reaching their intended locations or to get some distance between them and yourself.
Psychic Scream		The caster lets out a psychic scream, causing 5 enemies within 8 yards to flee, disorienting them for 8 seconds. Damage caused may interrupt the effect.	Excellent emergency crowd control spells if you or your party is about to be overwhelmed. Consider using the glyph for dungeons to prevent disoriented enemies from attracting more.
Dominate Mind		Controls a mind up to level 103, incapacitating them for 30 seconds. Does not work versus Mechanical beings.	Allows you to assume direct control of a target (player or NPC).
Level 75 Tier			
Twist of Fate		After damage or healing a target below 35% health, you deal 15% increased damaged and healing for 10 seconds.	For healers, best used in situations where there is consistent incoming damage where it would passively be activated often enough. For Shadow Priests, it allows you to take down mobs quicker and is especially useful for leveling due to the consistent uptime.
Power Infusion		Infuses the Priest with power for 20 sec, increasing haste by 25% and reducing the mana cost of all spells by 20%. Temporarily increases haste by 25%.	Allows you to quickly burst heal allies or deal damage. Best combined in conjunction with other damage and healing cooldowns.
Divine Insight		Your Heal and Prayer of Healing have a chance to make your next Prayer of Mending not trigger its cooldown and jump to each target instantly.	This is a proc-based ability which is heavily dependent on the frequency in which you use Heal and Prayer of Healing.
Shadowy Insight		Your Shadow Word: Pain and damage from your Mind Spike has a 5% chance to reset the cooldown on Mind Blast and make your next Mind Blast instant.	This is another proc-based ability best used in encounters where you have multiple applications of Shadow Word: Pain active to allow for more frequent Mind Blasts. More Mind Blasts leads to additional Shadow Orbs which means more applications of spells like Devouring Plague.
Level 90 Tier			
Cascade		Launch a Holy or Shadow bolt that grows in power with distance, healing an ally or damaging a foe, and then bouncing to additional allies or enemies 4 times. Each time it bounces, it splits into 2 bolts, never healing or damaging the same target twice.	This is a talent that virtually guarantees AoE healing or damage will strike your targets. The effects will be unable to bounce to the same targets twice, so ensure that there are enough within range to maximize its potential.
Divine Star		Fire a Divine Star forward, healing allies in its path or damaging enemies. After reaching its destination, the Divine Star returns to you, healing allies or damaging enemies in its path again. This spell can be cast while moving.	This talent requires more control on the part of the Priest as it requires them to aim where the spell goes by facing the intended direction. Best used when your allies or enemies are stacked together or in a straight line towards you.
Halo		Creates a ring of Holy or Shadow energy around you that quickly expands and grows in power, up to 30 yards away. Heals allies or damages enemies, with the greatest effect at 25 yards.	This is a powerful talent which becomes increasingly more potent based on how far away the targets are which means positioning has a huge impact.
Level 100 Tier (Holy)			
Clarity of Purpose		Heals an ally based on how injured the target is. Also heals up to 5 injured allies within 10 yards of the target for the same amount. Replaces Prayer of Healing.	This is a talent that is strongest based on how wounded your allies are. Best used against your weakest allies.
Words of Mending (Passive)		Your healing and shielding spell casts grant you a stack of Word of Mending. When you gain 10 stacks of Word of Mending, your next targeted healing or shielding spell also casts a Prayer of Mending at them.	This is a passive talent which does not involve additional effort as your spells will naturally accumulate Word of Mending stacks before discharging a Prayer of Mending.
Saving Grace (Holy)		Instantly heals a friendly target. Reduces your absorbs and healing done by 10% for 10 seconds, stacking up to 10 times.	Useful as an emergency heal to counteract unexpected burst damage. Exercise care when using it as it will temporarily lower the effectiveness of your healing and absorb spells.
Level 100 Tier (Discipline)			
Clarity of Will		Shields the target with a protective ward, absorbing damage within 20 seconds.	Best used in anticipation of incoming damage against your tank or other players within your group. However, ensure that no other healers are wounded. You may be better off healing them first before attempting to prevent incoming damage.
Words of Mending		Your healing and shielding spell casts grant you a stack of Word of Mending. When you gain 10 stacks of Word of Mending, your next targeted healing or shielding spell also casts a Prayer of Mending.	This passive talent does not involve additional effort on your part as your spells will naturally accumulate Word of Mending stacks before discharging a Prayer of Mending.
Saving Grace		Heals a friendly target for a large amount, but reduces your absorbs and healing done by 10% for 8 seconds. Stacks up to 10 times.	Useful as a series of emergency heals to counteract unexpected burst damage. Exercise care when using it as it will temporarily lower the effectiveness of your healing and absorb spells.
Level 100 Tier (Shadow)			
Clarity of Power (Passive)		Your Mind Spike, Mind Sear, and Shadow Word: Death deals 40% additional damage to targets not affected by your Shadow Word: Pain or Vampiric Touch. Also reduces the cooldown on Mind Blast by 3 sec and makes it instant case.	This is a great talent for encounters that involve multiple targets or if you want to shift to a playstyle that does not involve the usage of damage over time spells.
Void Entropy		Consumes up to 3 Shadow Orbs to deal up to 1840 Shadow damage every 2.76s for 1 minute.	Offers another outlet for Shadow Orbs. Best used in encounters where there aren't that many targets to begin with or if the target has an extremely large health pool such as raid bosses.
Auspicious Spirits		Your Shadowy Apparitions grant you 1 Shadow Orb instead of dealing damage.	More Shadow Orb generation means increased applications of Devouring Plague for extra damage or Desperate Horror.

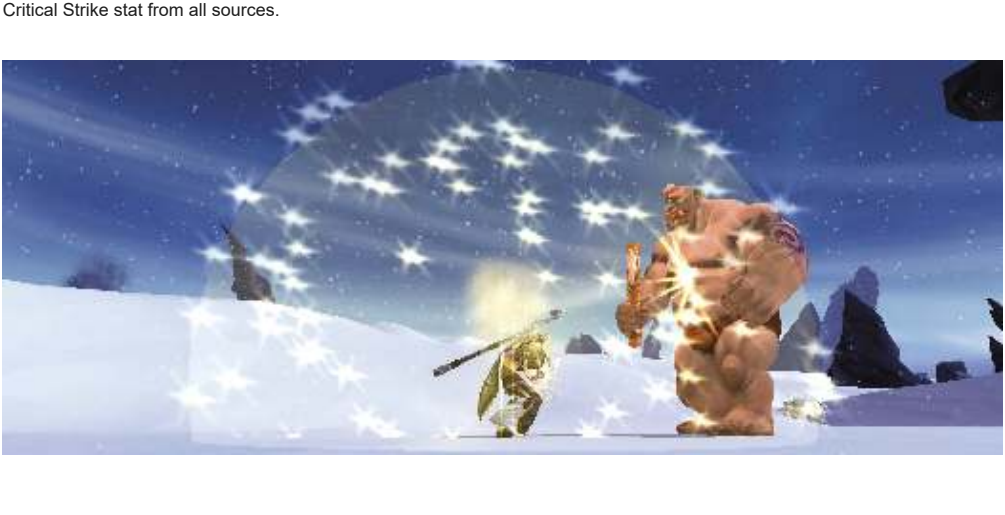
DISCIPLINE

Discipline's main goal is to prevent damage coming in by protecting players with shields and other absorbing effects. Discipline Priests are strong at shielding large groups of players quickly to help mitigate incoming damage. The Discipline arsenal relies heavily on quick and mobile healing. When leveling, Discipline Priests are not as fast at neutralizing mobs, but the durability from the shields and healing allow them to stay out longer without having to take as many breaks in between combat.

MASTERY: SHIELD DISCIPLINE
Increases the potency of all your damage absorption spells and all of your healing. Each point of Mastery provides additional absorption or healing.

While lacking the raw output of a Holy Priest and the damage capabilities of a Shadow Priest, Discipline Priests have many tools at their disposal. Penance is a long-range spell that can go after enemies or heals. Power Word: Barrier is a powerful spell that can protect your allies within a specific area. Spirit Shell is a talent that converts all of your healing into protective shields.

Enlightenment: Increases the critical effect chance of Prayer of Healing by 10%, and causes you to gain 5% more of the Critical Strike stat from all sources.



SPECIALIZATION ABILITIES

Name	Level	icon	Description
Penance	10		Launches a volley of holy light at the target, causing Holy damage to an enemy or healing to an ally over 2 sec.
Holy Fire	18		Consumes the enemy in Holy flames that cause Holy damage and an additional Holy damage over 7 sec.
Holy Nova	20		Causes an explosion of holy light around the caster, causing Holy damage to all nearby enemy targets within 12 yards and healing up to 5 nearby targets within 12 yards for.
Divine Aegis (Passive)	24		Critical heals and their multistrikes create a protective shield on the target, absorbing 100% of the amount healed, instead of healing for twice as much. Lasts 15 sec.
Heal	34		A slow casting spell that heals a single target for.
Atonement	38		When you deal damage with Holy Fire, Penance, Power Word: Solace, or their multistrikes you instantly heal a nearby low health friendly target for 100% of the damage dealt. If the Priest is healed through Atonement, the effect is reduced by 50%.
Evangelism	44		When you deal direct damage with Smite, or Holy Fire you gain Evangelism. Stacks up to 5 times. Lasts for 20 sec. Consumed by the Archangel spell to increase healing done.
Grace (Passive)	45		Increases all healing and absorption done by 20%.
Prayer of Healing	46		A powerful prayer heals the friendly target's party members within 30 yards for.
Archangel	50		Consumes your Evangelism, increasing your healing done by 5% for each Evangelism consumed for 18 sec.
Pain Suppression	58		Reduces all damage taken by a friendly target by 40% for 8 sec. Castable while stunned.
Borrowed Time (Passive)	62		After casting Power Word: Shield, you gain Borrowed Time, causing you to gain 40% more of the Haste stat from all sources for 6 seconds.

DRAENOR PERKS

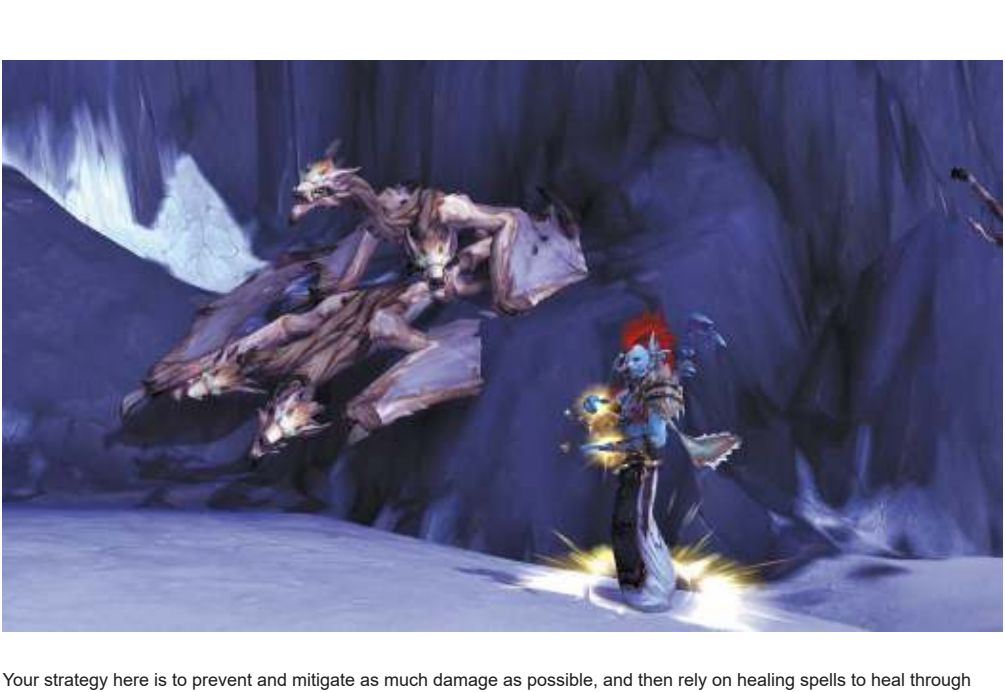
Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Enhanced Power Word: Shield	Reduces the duration of Weakened Soul caused by your Power Word: Shield by 5 sec.
Enhanced Focused Will	Each application of Focused Will also increases your damage dealt by 5%.
Empowered Archangel	The next Prayer of Healing or Flash Heal you cast after activating Archangel has 100% increased critical strike chance.
Enhanced Leap of Faith	Your Leap of Faith also increases your next non-periodic heal cast on that target by 50% for 10 sec.

ROTATION

- When an ally needs healing and is in danger of taking lethal damage, use Penance, Power Word: Shield, Flash Heal.
- When an ally needs healing but is not under immediate danger, use Penance, Flash Heal, Prayer of Mending, or Heal.
- When expecting a large amount of incoming damage to many players, use Spirit Shell and Prayer of Healing.
- When lots of AoE damage is coming from enemies, use Holy Nova, Prayer of Healing, and Power Word: Barrier.

GROUP PLAY



Your strategy here is to prevent and mitigate as much damage as possible, and then rely on healing spells to heal through any damage that did occur. The main spells for this are Power Word: Shield and Prayer of Healing, which has the ability to activate shields. Great Discipline Healers know when to anticipate incoming damage and which players in the group are most likely to take it so Power Word: Shield can be cast on them. The tank in the group is the one most likely to need extra healing. Cast Penance and Flash Heal if Penance is unavailable on players who need fast healing. Pain Suppression is used to help mitigate a large chunk of incoming damage on a friendly player. In situations where the group is about to take heavy damage, cast Power Word: Barrier and advise them to stand under it.

GROUP BUFFS

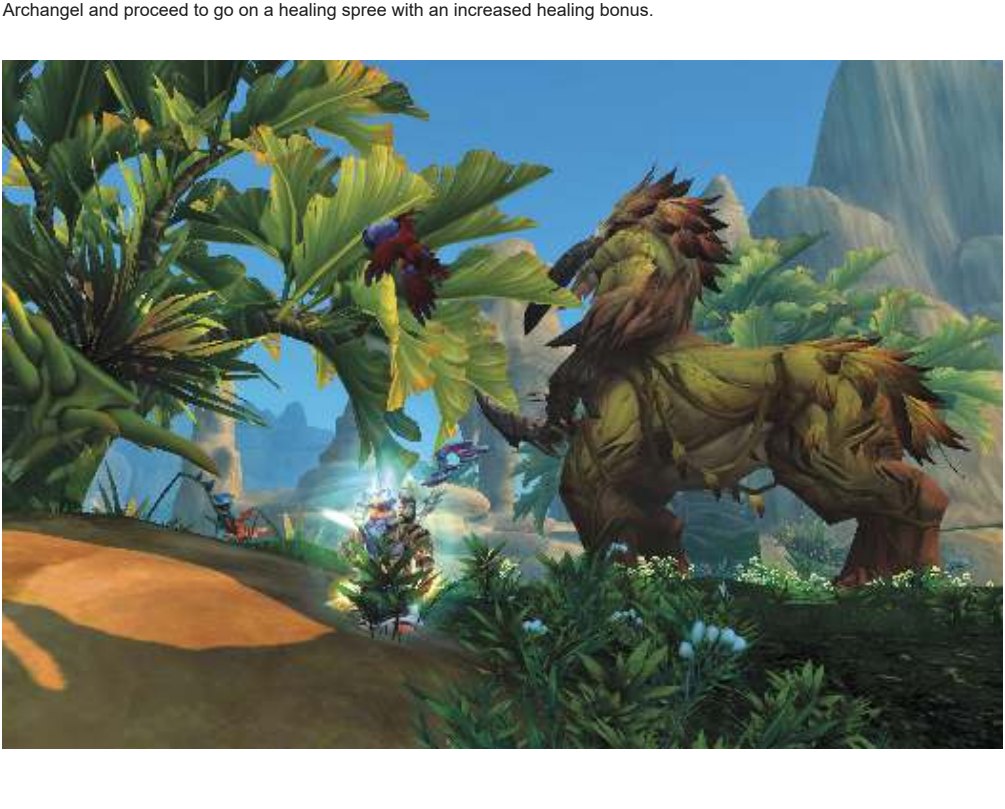
Discipline Priests can cast Power Word: Fortitude providing the group with a Stamina buff.

PREPARING FOR HIGH-END CONTENT

Discipline Priests will want to start out with stats that make their spells potent along with a sizable amount of mana regen. Look for gear with high Spirit and Intellect which helps raise your mana regen rate along with increasing the strength of your spells.

For secondary stats, choose Critical Strike and Mastery, as both stats play off each other. The higher your Critical Strike chance, the more Divine Aegis will activate, leading to additional incidental shields to your allies. Having a higher Mastery yields larger absorption amounts.

During combat, if you find yourself in a position where there isn't much healing required, go ahead and start dealing damage to the boss to develop Evangelism stacks. If timed carefully in response to the boss' abilities, you can consume them with Archangel and proceed to go on a healing spree with an increased healing bonus.



HOLY

The strength of Holy comes from the ability to deal an amazing amount of healing output. The Priest Area of Effect (AoE) healing is one of the strongest in the game and can supplement other players with heal over time spells. Since Holy increases the potency of AoE healing and has additional tools between Circle of Healing and Lightwell, it is an amazing advantage during encounters with large incoming AoE damage. If necessary, Holy Priests can switch and cover healing on tanks effectively due to efficient and strong single-target healing spells.

MASTERY: ECHO OF LIGHT
Your direct healing spells and their multistrikes heal for an additional 10% over 6 seconds. Each point of Mastery provides additional healing over 6 seconds.

In the event a Holy Priest falls in battle early, their Spirit of Redemption allows the Priest to continue healing for a few seconds to help stabilize the party before it expires. Guardian Spirit allows the target to receive increased healing and saves them from absorbing a blow that otherwise might have been lethal.

Divine Providence increases the amount of Multistrike from all sources by 5% and increases the damage, absorption, and healing of Multistrikes by 25%.

SPECIALIZATION ABILITIES

Name	Level	icon	Description
Holy Fire	18		Consumes the enemy in Holy flames that cause Holy damage and an additional Holy damage over 7 sec.
Renew	26		Heals the target over 12 seconds.
Focused Will	30		Whenever you take any damage you gain Focused Will, reducing all damage taken by 15% lasting for 8 sec. Stacks up to 2 times.
Heal	34		A slow casting spell that heals a single target.
Lightwell	36		Creates a Holy Lightwell: Every second, the Lightwell will attempt to heal party and raid members lower than 50% health over 6 seconds. Lasts for 3 minutes or until 15 heals are expended.
Binding Heal	48		Heals a friendly target and the caster.
Circle of Healing	50		Heals up to 5 friendly party or raid members within 30 yards of the target.
Chakra: Sanctuary	56		Each heal cast while this Chakra is active reduces the remaining cooldown of your Circle of Healing spell by 0.1 sec. Transforms your Holy Word: Chastise spell into Holy Word: Sanctuary. Holy Word: Sanctuary blesses the ground with Divine light, healing all within it every 2 sec for 30 sec. Only one Sanctuary can be active at any one time. 40 sec cooldown.
Chakra: Serenity	56		Causes your single-target healing spells to refresh the duration of your Renew on the target. Transforms your Holy Word: Chastise spell into Holy Word: Serenity.Holy Word: Serenity instantly heals the target for 415.294% of Spell power, and increases the critical effect chance of your healing spells on the target by 25% for 6 sec. 15 sec cooldown.
Rapid Renewal	64		Your Renew heals for an additional 15% and instant heals the target for 15% of the total periodic effect.
Guardian Spirit	70		Calls upon a guardian spirit to watch over the friendly target, increasing healing received by 60% and preventing the target from dying by sacrificing itself. This sacrifice terminates the effect and heals the target for 40% of maximum health. Lasts 10 seconds.
Divine Hymn	78		Heals all party or raid members within 40 yards over 8 seconds and increases healing done to them by 10% for 8 seconds. The Priest must channel to maintain the spell.

CHAKRA

Name	Description	Best for…
Chastise	Increases the damage done by your Shadow and Holy spells by 50%.Transforms your Holy Word spell back into Holy Word: Chastise. Chastises the target for (63.6% of Spell power) Holy damage and incapacitates them for 3 sec.	Increasing damage output
Sanctuary	Each heal cast while this Chakra is active reduces the remaining cooldown of your Circle of Healing spell by 0.1 sec.Transforms your Holy Word: Chastise spell into Holy Word: Sanctuary. Blesses the ground with Divine light, healing all within it for every 2 sec for 30 sec. Only one Sanctuary can be active at any one time. 40 sec cooldown.	AoE healing
Serenity	Causes your single-target healing spells to refresh the duration of your Renew on the target.Transforms your Holy Word: Chastise spell into Holy Word: Serenity. Instantly heals the target and increases the critical effect chance of your healing spells on the target by 25% for 6 sec. 15 sec cooldown.	Single-target healing

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Enhanced Renew	Increases the duration of Renew by 3 seconds.
Enhanced Leap of Faith	Your Leap of Faith also increases your next non-periodic heal cast on that target by 50% for 10 sec.
Enhanced Focused Will	Each application of Focused Will also increases your damage dealt by 5%.
Enhanced Chakras	Reduces the cooldown on your Chakras by 20 sec.

ROTATION

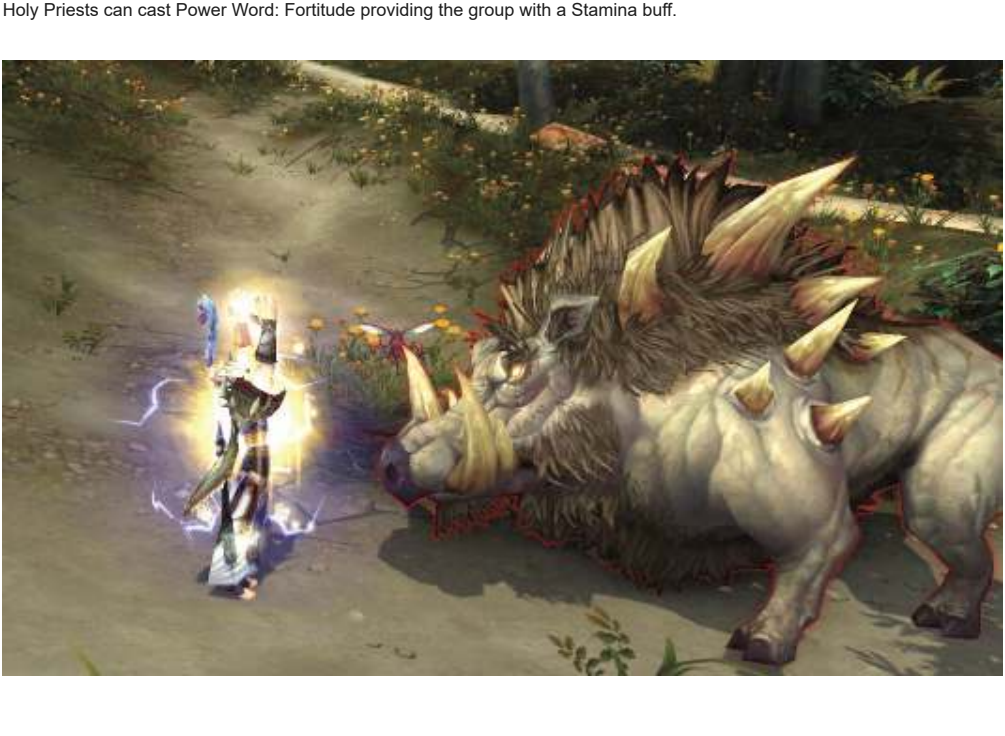
- When an ally needs healing and is in danger of taking lethal damage, use Flash Heal, Holy Word: Serenity, Guardian Spirit.
- When an ally needs healing but is not under immediate danger, use Prayer of Mending, Flash Heal, Heal, or Binding Heal. Use Binding Heal in the event you require healing.
- When you're expecting a large amount of incoming damage to many players, use Prayer of Healing, Renew, Holy Word: Sanctuary, and Lightwell.
- When lots of AoE damage is coming from enemies, use Holy Nova, Prayer of Healing, Divine Hymn, or your 90 specialization spell.

GROUP PLAY

As one of the most diverse healers, Holy Priests can adapt themselves in different ways when healing with a group. The main spells will be Flash Heal and Heal, but as newer Priests become more accustomed, they should use the full suite of spells available for the highest mana efficiency.

GROUP BUFFS

Holy Priests can cast Power Word: Fortitude providing the group with a Stamina buff.



PREPARING FOR HIGH-END CONTENT

Stick to Intellect and Spirit on your gear to help maintain the balance between mana and healing throughput. For secondary stats, aim for a combination of Multistrike, Haste, and Mastery, as they all increase the healing power or speed of your spells. Most Priests can keep their allies alive but end up taxing the rest of their mana towards the end of an encounter.

SHADOW

A Shadow Priest is designed to deal damage by wielding their offensive spells. They are the main damage-focused specialization. Many of their abilities deal damage over time. It's imperative to ensure that damage over time (DoT) spells remain active. Stay at maximum range and use Mind Flay until the DoT spells need to be replenished. Shadow Priests have some limited healing capability, allowing them to stay in the fight a little longer than most with little down time.

MASTERY
Increases the damage of Mind Blast, Mind Spike, and Mind Flay by 20%. Each point of Mastery increases the damage dealt by those spells.

A Shadow Priest has no problem staying alive with defensive abilities like Dispersion to mitigate incoming damage and Vampiric Embrace to heal based on the amount of damage being dealt.

Mastermind: You gain 5% more of the Haste stat from all sources.

SPECIALIZATION ABILITIES

Name	Level	icon	Description
Mind Flay	10		Assault the target's mind with Shadow energy, Shadow damage over 3 sec and slowing their movement speed.
Devouring Plague	21		Consumes 3 Shadow Orbs to deal Shadow damage and then up to an additional 100% of the initial damage over 6 seconds. Heals the caster for 100% of damage done.
Mind Blast	21		Blasts the target for Shadow damage and generates 1 Shadow Orb.
Shadowform	24		Now increases haste by 5%. No longer allows any healing spells to be cast but also no longer has a restriction on casting other Holy spells.
Mind Quickening (Passive)	26		Increases haste and multistrike chance of all party and raid members within 100 yards by 5%.
Vampiric Touch	28		Causes Shadow damage over 15 sec. Each time Vampiric Touch deals damage the caster gains 2% of maximum mana. If Vampiric Touch is dispelled, the dispeller flees in Horror for 3 sec.
Shadowy Apparitions	42		When your Shadow Word: Pain damage over time critically strikes, you also create a shadowy version of yourself that floats towards the target and deals Shadow damage.
Mind Spike	44		Blasts the target for Shadowfrost damage, but extinguishes your damage over time effects on the target.
Shadow Word: Death	46		A word of dark binding inflicting Shadow damage to a target. Only usable on enemies with less than 20% health.
Silence	52		Silences the target, preventing them from casting spells for 5 seconds. Non-player victim spellcasting is also interrupted for 3 seconds.
Dispersion	60		You disperse into pure Shadow energy, reducing all damage taken, but you are unable to attack or cast spells. Lasts 6 sec. Dispersion can be cast while stunned, feared or silenced. Clears all snare and movement impairing effects when cast, and makes you immune to them while dispersed.
Psychic Horror	74		Consumes up to 3 Shadow Orbs to terrify the target, incapacitating them for 1 sec plus 1 sec per Shadow Orb consumed.
Vampiric Embrace	78		Fills you with the embrace of Shadow energy, causing you and your allies to be healed for any single-target Shadow spell damage you deal. This healing is no longer split between targets.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Enhanced Shadow Orbs	You may have a maximum of 5 Shadow Orbs. No spell or ability will consume more than 3 orbs.
Enhanced Shadow Word: Death	Death now always generates a Shadow Orb, regardless of cooldown reset.
Enhanced Power Word: Shield	Reduces the duration of Weakened Soul caused by your Power Word: Shield by 5 sec.
Enhanced Mind Flay	Your Mind Flay deals damage 33.33% faster.

ROTATION

Against a single target, you'll want to focus on the following:

- Apply and refresh Shadow Word: Pain.
- Apply and refresh Vampiric Touch.
- Cast Mind Blast if it is available.
- Cast your level 90 talent spell if it is feasible and available.
- Apply Devouring Plague if it is available.
- If the target is under 20% health, use Shadow Word: Death.
- Cast Mind Flay.

Against multiple targets, simply cast Mind Sear.

GROUP PLAY

Utilize your standard damage rotation as your party works their way from target to target. Use Void Tendrils or a glyphed Psychic Scream to apply crowd control in the event it is necessary. Cast Vampiric Embrace if the healer in the group needs a little extra help. Use Dispersion or Power Word: Shield to protect yourself against any hard-hitting abilities.

With multiple targets, cast Mind Sear to distribute damage evenly throughout. If the targets seem burstable, you may be better off casting DoT spells on one or two targets and using Mind Spike on different targets. Your level 90 talents can help finish off groups of enemies as well.

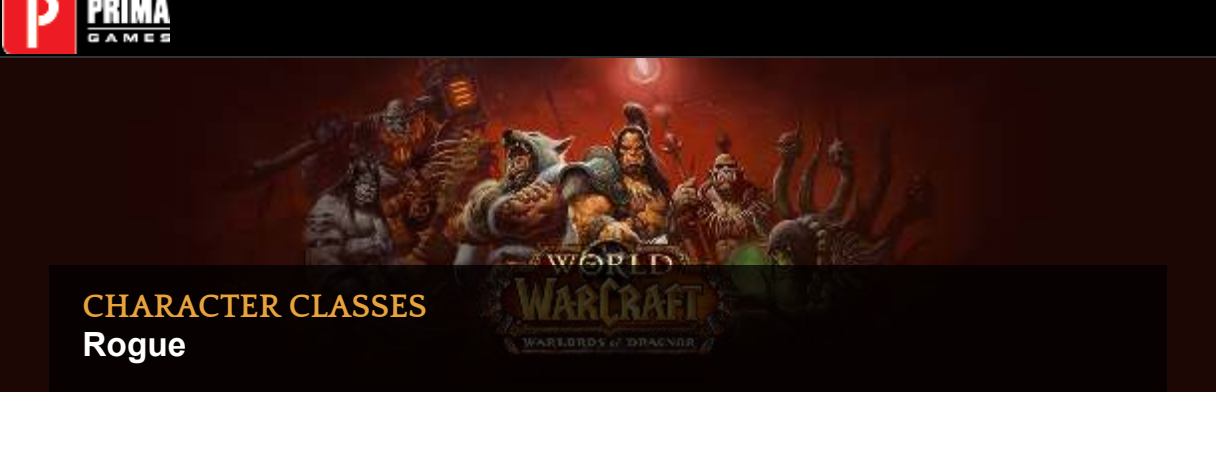
GROUP BUFFS

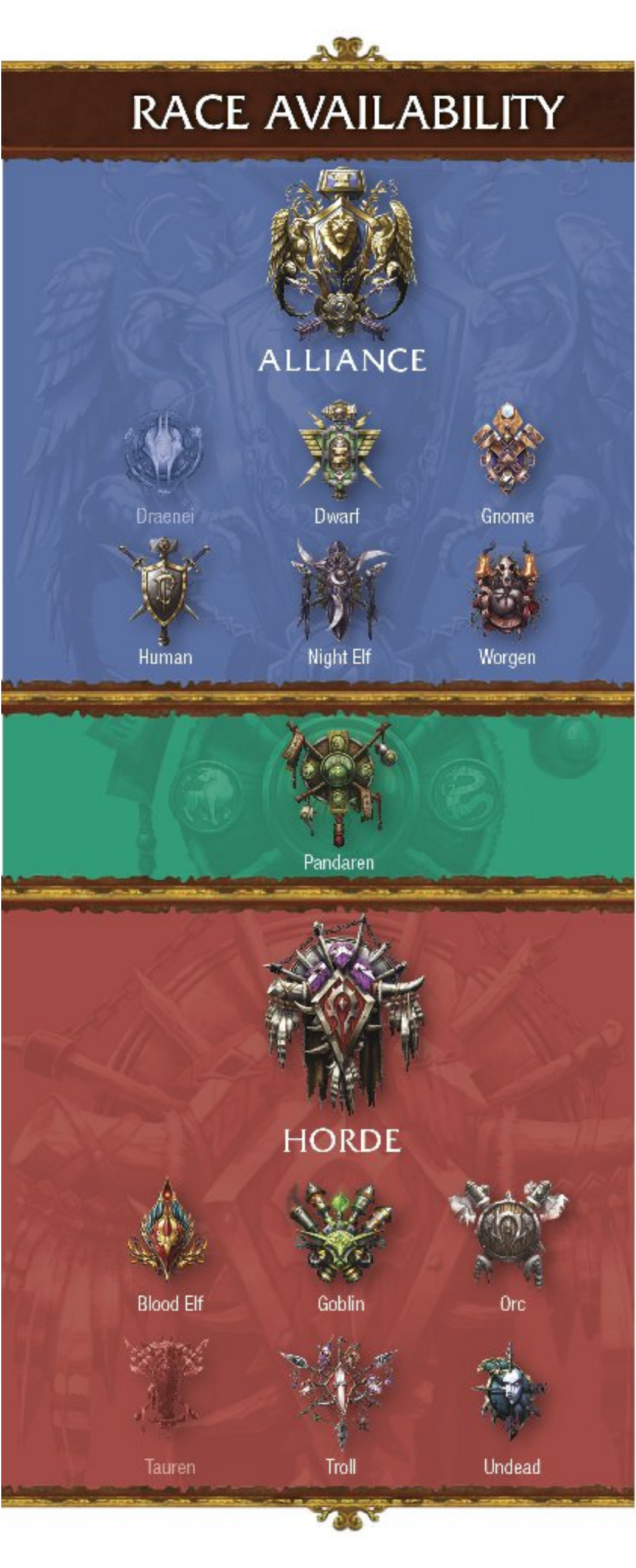
Shadow Priests can cast Power Word: Fortitude, providing the group with a Stamina buff. Shadowform provides a Haste and Multistrike bonus to all party and raid members within 100 yards.

PREPARING FOR HIGH-END CONTENT

Shadow Priests will be looking for different ways to raise their damage output. Use Power Word: Shield on yourself if you're expecting incoming damage.

The main stats you should focus on for raiding are Intellect and Haste for faster spells. As DoT spells can critically strike, your Critical Strike rating would be the next stat to look for. Alternatively, you can consider raising your Mastery levels instead and rely on dealing increased damage via Mind Blast, Mind Spike, or Mind Flay. Going this route would be best suited for encounters with one (or a minimal number) of bosses and enemy minions.



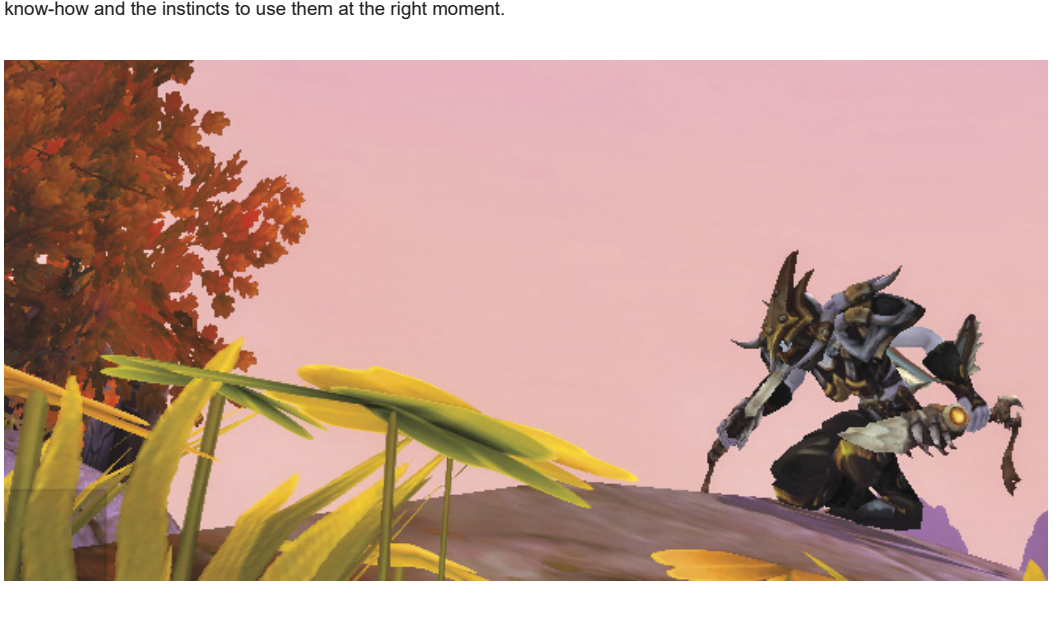


ROGUE

The wily, elusive rogue is unique among all of the classes. While other classes offer the option to swap between damage and healing/tanking, or between melee damage and ranged damage, each of the three rogue specs focuses on slashing the enemy while within melee range. That said, each spec offers its own distinct spin on the rogue gameplay experience.

Defensively, the rogue is a paradox. On the one hand, it is vulnerable: It's the only melee class that wears leather rather than mail or plate. On the other, it is hearty: Rogues have a host of ways to avoid or reduce incoming damage, and even stave off certain death.

Rogues are one of WoW's clearest examples of a class that is easy to learn, but hard to master. Deceptively simple damage-dealing rotations require a lot of training to execute perfectly in difficult situations. Meanwhile, the rogue's jam-packed toolkit of special tricks and abilities can save your character's life, as well as that of your entire party/raid—provided you've got the know-how and the instincts to use them at the right moment.



BOOSTING TO LEVEL 90

There is no "best" spec for leveling. Assassination, Combat, and Subtlety are all good picks, and none will necessarily help you level any faster than another. You've got a long journey ahead of you on the way to 100; why not try out each spec for a few levels and see which you enjoy most?

Don't bite off more than you can chew. As a Rogue, you're built mainly for efficiently and ruthlessly dispatching a single target. Although you have the ability to deal damage to several targets at once, you'll usually find the greatest success—and the lowest likelihood of dying—when picking off one enemy at a time.

Your tools were made to be used. Blind, Cheap Shot, Evasion, Feint, Kick, Recuperate—Rogues are outfitted with a wealth of abilities that help them avoid or reduce incoming damage. Similarly, your offensive cooldowns can be critical in giving you that extra burst of damage you need to take down a tough foe.

Stealth is your best friend. When you're out of combat, use it to bypass enemies you don't need to fight. When you're in combat and find that you're in over your head, the timely use of Vanish can save your life.

Watch your poison buff timers, which are located alongside other buffs in the top-right area of your screen. Using poisons is critical to getting the most out of a Rogue, but you must reapply them every hour. Try to keep your lethal and non-lethal poison active at all times.

CLASS ABILITIES AND RESOURCES

COMBO POINTS AND ENERGY

Rogues juggle two resources—combo points and energy—that limit the number and type of abilities they can use.

Rogues build combo points by using certain abilities in your spellbook. You'll often hear these abilities referred to as "builders" or "generators." Combo points stay with you even if you switch to a new target; so if you have two combo points on one enemy and kill it, then select a new target, you'll still have two combo points when you begin attacking the new target. By default, Rogues can earn a maximum of five combo points.

Rogues gain energy automatically each second. Generally speaking, your energy will regenerate faster as you level and improve your gear. By default, a Rogue's maximum energy is 100.

Most abilities that a Rogue uses cost combo points, energy, or both. Builders, for instance, cost energy but award combo points. Some of a rogue's most powerful abilities are called "finishers"—these cost both combo points and energy, but their effects are usually much stronger than builders.

STEALTH

Beyond its resource system, the Rogue is defined, above all else, by its use of stealth as a central part of its gameplay, especially when it's out and about in the world. Rogues move at least as fast in stealth as they do when visible. Although stealth does not equal invisibility, it still allows Rogues to choose their battles, which can potentially save them a lot of time and hassle—and potentially avoid the need for long hikes back from the graveyard. Rogues also have a special array of abilities they can only use while stealthed; these are often more powerful than similar versions of those abilities that you'll use when not in stealth.

POISON

The other class-defining feature of a rogue is their poisons. There are two types of poisons: lethal poisons damage your target, while non-lethal poisons impair your target or benefit you in some way. You'll find these in your spellbook; a couple of additional poisons are also available via talents.

You can use one lethal poison and one non-lethal poison at any given time—and you always want to be using one of each. When you select a poison, it will stay active for one hour. Poisons remain active even if your Rogue dies.

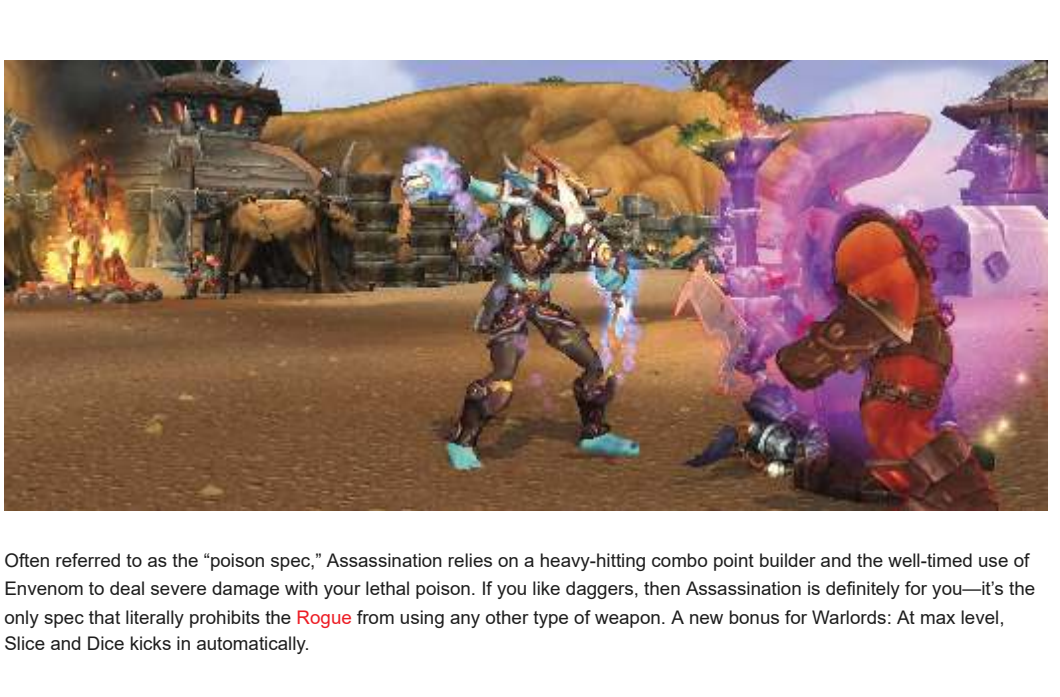
NON-SPECIALIZATION ABILITIES

Name	Level	Icon	Description
Sinister Strike	1		An instant strike that causes 160% Physical damage.
Throw	1		Hurl a dagger at an enemy target.
Eviscerate	3		Finishing move that causes more damage the more combo points you have.
Stealth	5		Conceals you in the shadows until cancelled, allowing you to stalk enemies without being seen.
Ambush	6		Requires stealth. Ambush the target, causing 300% Physical damage to the target (damage increased 40% if a dagger is equipped). Awards 2 combo points.
Evasion	8		Increases your dodge chance by 100% for 10 sec.
Deadly Poison	10		Coats your weapons with a Lethal Poison that lasts for 1 hour. Each strike has a 30% chance of poisoning the enemy for Nature damage over 12 sec. Subsequent poison applications will instantly deal Nature damage.
Sap	12		Requires stealth. Incapacitates a target not in combat for up to 1 min. Only works on Humanoids, Beasts, Demons and Dragonkin. Any damage caused will revive the target. Only 1 target may be sapped at a time.
Slice and Dice	14		Finishing move that consumes combo points to increase attack speed by 40%. Lasts longer the more combo points you have.
Pick Pocket	15		Requires stealth. Pick the target's pocket.
Recuperate	16		Finishing move that restores 3% of maximum health every 3 sec. Lasts longer the more combo points you have.
Kick	18		A quick kick that interrupts spellcasting and prevents any spell in that school from being cast for 5 sec.
Crippling Poison	20		Coats your weapons with a Non-Lethal Poison that lasts for 1 hour. Each strike has a 50% chance of poisoning the enemy, slowing movement speed by 50% for 12 sec.
Gouge	22		Gouges the eyes of an enemy target, incapacitating the opponent for 4 sec. Target must be facing you. Any subsequent damage will cause the target to recover immediately.
Pick Lock	24		Allows opening of locked chests and doors; your lockpicking skill begins at 120 and increases by 5 every level.
Sprint	26		Increases your movement speed by 70% for 8 sec. Usable while stealthed.
Distract	28		Throws a distraction, attracting the attention of all nearby monsters for 10 seconds. Usable while stealthed.
Cheap Shot	30		Requires stealth. Stuns the target for 4 sec. Awards 2 combo points.
Swiftblade's Cunning	30		Increases the haste and multistrike chance of all party and raid members within 100 yards by 5%.
Wound Poison	30		Coats your weapons with a Lethal Poison that lasts for 1 hour. Each strike has a 30% chance of poisoning the enemy, which instantly inflicts Nature damage and reduces all healing received for 12 sec.
Vanish	34		Allows you to vanish from sight, entering an improved stealth mode for 3 sec. For the first 3 sec after vanishing, damage and harmful effects received will not break stealth. Also breaks movement impairing effects.
Blind	38		Blinds the target, causing it to wander disoriented for up to 1 min. Any damage caused will remove the effect. Usable while stealthed.
Kidney Shot	40		Finishing move that stuns the target. Lasts longer the more combo points you have.
Feint	44		Performs an evasive maneuver, reducing damage taken from area-of-effect attacks by 50% for 5 sec.
Garrote	48		Requires stealth. Garrote the enemy, silencing them for 3 sec and causing damage over 18 sec. Awards 1 combo point.
Cloak of Shadows	58		Provides a moment of magic immunity, instantly removing all harmful spell effects. The cloak lingers, causing you to resist harmful spells for 5 sec.
Fleet Footed	62		Your movement speed is increased by 15% and you take reduced falling damage.
Preparation	68		Immediately resets the cooldown on your Sprint, Vanish, and Evasion.
Shiv	74		Deals 10% Physical damage, applying a concentrated form of your active Non-Lethal poison, and dispelling an Enrage effect from the target.
Shroud of Concealment	76		Requires stealth. Extend a cloak that wraps party and raid members within 20 yards in shadows, providing stealth for 15 sec.
Tricks of the Trade	78		The threat caused by your next damaging attack and all actions taken for 6 sec afterwards will be transferred to the target party or raid member. Transferred threat is not permanent, and will fade after 30 sec.
Crimson Tempest	83		Finishing move that slashes at the flesh of all enemies within 10 yards, dealing Physical damage and causing victims to bleed for an additional 240% of the initial damage over 12 sec. Causes more damage the more combo points you have.
Smoke Bomb	85		Creates a cloud of thick smoke in an 8 yard radius around the Rogue for 5 sec. Enemies are unable to target into or out of the smoke cloud. Allies take 10% less damage while within the cloud.

TALENTS

Talent	Icon	Description	Notes
Level 15 Tier (Stealth)			
Nightstalker		While stealthed, you move 20% faster and your abilities deal 50% more damage.	Great when questing, exploring or simply walking through towns and cities. The movement buff means the Rogue actually moves faster in stealth than when visible.
Subterfuge		Your abilities requiring Stealth can still be used for 3 sec after Stealth breaks.	Often prized in PvP, where abilities used while stealthed can mean the difference between a win and a loss.
Shadow Focus		Abilities cost 75% less Energy while you are stealthed.	Potentially valuable in both PvP and PvE for quickly dealing heavy damage, but best used by players who have a solid plan of attack.
Level 30 Tier (Defense)			
Deadly Throw		Finishing move that deals damage, reduces the target's movement speed by 50% for 6 sec, and interrupts spellcasting when used with 5 or more combo points. Deals more damage the more combo points you have.	Mainly useful for PvP, but can also have value in PvE situations when a target needs to be slowed down or a spell cast needs to be interrupted.
Nerve Strike		Kidney Shot and Cheap Shot also reduce damage dealt by the target by up to 50% and healing done by the target by 10% for 6 sec after their effect fades.	A helpful tool to reduce the amount of damage an enemy is dealing to the Rogue or one of its allies, providing the enemy can be stunned.
Combat Readiness		Enter a state of heightened defensive awareness. Each successive weapon attack will deal 10% less damage, stacking 5 times. Lasts 20 sec or until not attacked with weapons for 10 sec.	Often preferred for PvE, this reduces the risk that a Rogue will die to prolonged physical attacks.
Level 45 Tier (Damage Reduction)			
Cheat Death		Fatal attacks instead reduce you to 7% of your maximum health. For 3 sec afterward, you take 85% reduced damage. Cannot trigger more often than once per 90 seconds.	Very helpful when raiding, where one mistake can cost a Rogue its life. Can also prove useful in PvP, giving a Rogue's healer a couple additional seconds of breathing room.
Leeching Poison		Coats your weapons with a Non-Lethal Poison that lasts for 1 hour. Your melee attacks have a 50% chance to poison the target for 12 sec, causing subsequent melee attacks to heal you for 15% of damage dealt.	Especially handy for solo play, this provides a steady trickle of additional health. Casting Shiv while this poison is active can provide a quick, larger self-heal.
Elusiveness		Feint also reduces all damage you take by 30% for 5 sec.	Most useful when expecting a large amount of incoming damage, which can often happen when fighting extremely strong enemies (such as raid bosses).
Level 60 Tier (Mobility)			
Cloak and Dagger		Ambush, Garrote, and Cheap Shot have a 40 yard range, and cause you to teleport behind your target.	The combination of a free teleport with an opener can be especially powerful in PvP. When questing, this can save time when a rogue must kill many enemies within a small area.
Shadowstep		Step through the shadows to appear behind your target and gain 70% movement speed for 2 sec.	One of the iconic Rogue abilities, this has value in PvE and PvP when the rogue quickly needs to jump to its target—or away from an enemy. Requires skill and practice to use well.
Burst of Speed		Increases your movement speed by 70% for 4 sec and removes movement slowing effects. Usable while stealthed.	Easy to use and straightforward, this can briefly make the Rogue move as quickly as a mounted player—and can be used repeatedly when out of combat.
Level 75 Tier (Stun Bonuses)			
Prey on the Weak		Enemies disabled with your Kidney Shot, Cheap Shot, Gouge, Sap, or Blind take 10% increased damage from all sources.	Especially valuable in group situations: 10% increased damage adds up quickly when multiple allies are attacking the target.
Internal Bleeding		Your Kidney Shot also causes the target to bleed for additional damage per combo point over 12 sec.	If the target is likely to survive for several seconds after your stun wears off, this can provide a nice amount of additional damage. In PvP, the bleed can make it harder for other Rogues or Feral Druids to quickly re-enter stealth.
Dirty Tricks		Gouge and Blind no longer cost Energy, and no longer break from your Poison and Bleed damage.	Handy when the Rogue needs a slightly longer stun, typically for PvP. Another plus: No-energy Blind/Gouge equals an extra spell interrupt to use when Kick is on cooldown.
Level 90 Tier (Rule Breakers)			
Shuriken Toss		A ranged attack dealing Physical damage to an enemy target. If the enemy is farther than 10 yards away, your autoattacks gain a 30 yard range for 10 sec. Awards 1 combo point. Replaces Throw.	Though not nearly as strong as a Rogue's melee abilities, this can be invaluable when an enemy needs to be "kited" (i.e., kept at range). It can also put pressure on an enemy who has turned the tables and is attempting to kite the rogue.
Marked for Death		Mark the target, instantly generating 5 combo points. Cooldown reset if the target dies within 1 min.	Easy to learn but hard to master, a skilled Rogue can use this talent to devastating effect by quickly stringing together a pair of maximum-effect finishers—for instance, two lengthy Kidney Shot stuns on two different nearby targets.
Anticipation		When one of your attacks generates a combo point while you already have 5 combo points, you gain an Anticipation charge. Performing an offensive finishing move consumes all Anticipation charges and grants you a combo point for each.	Beloved by raiders, this talent greatly simplifies a Rogue's PvE rotation and makes it easier to use 5 combo point finishers without "wasting" energy to cast an additional builder at 4 combo points.
Level 100 Tier (Damage Enhancements)			
Venom Rush		Increases your maximum energy by 15. Increases your energy regeneration rate by 5% for every enemy you have poisoned, up to 3.	The only ability in this tier that doesn't require you to press a button to make it work. However, its damage will be more spread out over time. Meanwhile, a higher energy cap means a larger burst window whenever the Rogue's energy bar is full, which can be especially valuable in PvP.
Shadow Reflection		Summon a shadow of yourself on the target that will watch you and memorize your offensive ability usage for the next 8 sec. After this time, it will mimic the memorized abilities on its target over the next 8 sec.	A unique and potentially devastating ability in both PvP and PvE—when it's planned and executed skillfully.
Death from Above		Finishing move that consumes combo points on the target to empower your weapons with shadow energy and perform a devastating two-part attack. You whirl around, dealing damage to all enemies within 8 yds, then leap into the air and Eviscerate your target on the way back down, with such force that it deals an additional 50% damage.	Arguably one of the most visually striking abilities in the history of the class, this spell is intended to have value even when just a single target is within range. Its value only increases the more targets are nearby.

ASSASSINATION



Often referred to as the "poison spec," Assassination relies on a heavy-hitting combo point builder and the well-timed use of Envenom to deal severe damage with your lethal poison. If you like daggers, then Assassination is definitely for you—it's the only spec that literally prohibits the Rogue from using any other type of weapon. A new bonus for Warlords: At max level, Slice and Dice kicks in automatically.

MASTERY: POTENT POISONS
This across-the-board increase to poison damage is one of the key reasons Assassination is regarded as the "poison spec."

SPECIALIZATION ABILITIES

Ability	Level	Icon	Description
Assassin's Resolve	10		While wielding daggers, your maximum Energy is increased by 20 and your damage is increased by 15%.
Improved Poisons	10		Increases the application chance of Deadly Poison and Wound Poison by 20%.
Mutilate	10		Requires daggers. Attack with both weapons, dealing 200% Physical damage with the main-hand and 200% Physical damage with the off-hand. Awards 2 combo points.
Envenom	20		Finishing move that deals instant Nature damage, refreshes the duration of Slice and Dice if it is active, and increases your poison application chance by 30%. Damage and duration increased per combo point. Replaces Eviscerate.
Seal Fate	30		When you critically strike with a melee attack that generates combo points, you gain an additional combo point.
Dispatch	40		Exploits the vulnerability of foes with less than 35% health, causing 315% Physical damage to the target. Awards 1 combo point. Your successful Mutilates have a 30% chance to make your next Dispatch free and usable on any target. Replaces Sinister Strike.
Rupture	46		Finishing move that causes damage over time. Lasts longer per combo point. While you have poisoned your target, this damage deals additional Nature damage and grants you 10 Energy. You gain additional energy if a target dies with Rupture active.
Relentless Strikes	54		Your finishing moves have a 20% chance per combo point to restore 25 Energy.
Fan of Knives	66		Sprays knives at all targets within 10 yards, dealing Physical damage and applying your active poisons at their normal rate. Awards 1 combo point.
Vendetta	80		Marks an enemy for death for 20 sec, increasing the damage your abilities and melee attacks deal to the target by 30%, and making the target visible to you even through concealments such as stealth and invisibility.
Master Poisoner	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS

One of the four following perks will be granted to an Assassination Rogue upon reaching level 92, 94, 96, and 98. Each perk is granted once. The order in which perks are granted is random.

Perk	Description
Empowered Envenom	While Envenom is active, you deal 30% more damage with Mutilate and Dispatch.
Enhanced Crimson Tempest	Crimson Tempest also increases the damage targets take from your poisons by 30% for 1 sec plus 1 sec per combo point.
Enhanced Vendetta	After activating Vendetta, your next Mutilate, Dispatch, Envenom, or Ambush has 100% increased chance to be a critical strike.
Improved Slice and Dice	Slice and Dice is now always passively active.

ROTATION

Often regarded as the slowest-playing spec—and the easiest to learn—the Assassination rotation relies on abilities that cost a lot of energy but deal a lot of damage. A large portion of the spec's damage also comes from poisons.

- Open with Ambush or Mutilate.
- With whatever combo points you have after opening, cast Rupture.
- Keep Rupture active on your target at all times. Refresh it with as many combo points as possible.
- Build combo points using Mutilate, unless your target is below 35% health—if that's the case, build combo points using Dispatch.
- Every now and then, casting Mutilate will trigger a very noticeable visual effect; when you see this, cast Dispatch immediately—it won't cost you any energy.
- If you don't need to Rupture, cast Envenom at 4-5 combo points (5 if you selected Anticipation as your level 90 talent).
- Cast Vendetta whenever it's available.

GROUP PLAY

Rogues bring two key values to group play. One is dealing damage: Rogues are excellent at single-target damage, provided they can stay behind and within melee range of their target. The second is crowd control: A rogue's versatile toolkit can also make it tremendously useful for stunning, slowing, interrupting, and frustrating the enemy.

GROUP BUFFS

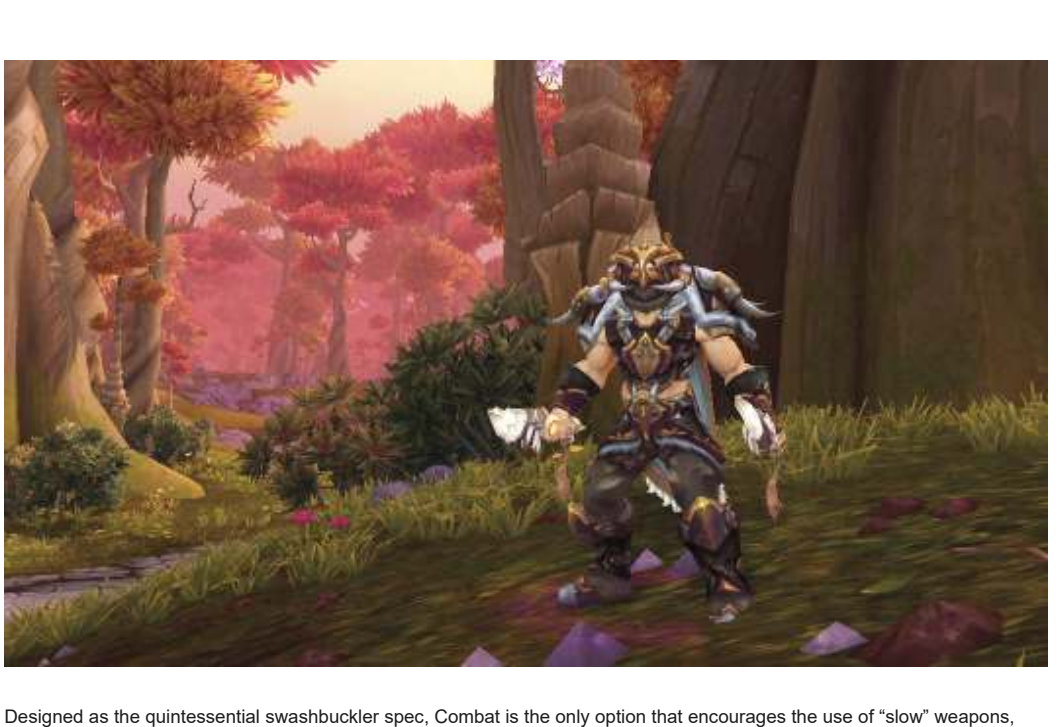
The primary buff a Rogue brings to a party or raid is a passive one: Swiftblade's Cunning. This spell, which is always active, grants all allies within 100 yards a 5% bonus to their haste and multistrike statistics. (Note: The haste buff is also granted by Frost and Unholy Death Knights' Unholy Aura, and Shamans' Grace of Air.)

PREPARING FOR HIGH-END CONTENT

Rogues exclusively wear leather armor, and only seek to use gear with the primary stat Agility (never Intellect, Spirit, or Strength). A Rogue may see any of several different secondary stats on their gear, each of which has benefits: Critical Strike, Haste, Mastery, Multistrike, and Versatility.

When upgrading weaponry, remember that Assassination Rogues must wield daggers in both hands. No other type of weapon will suffice; axes, fist weapons, maces, and swords are all useless to an Assassination Rogue.

COMBAT



Designed as the quintessential swashbuckler spec, Combat is the only option that encourages the use of "slow" weapons, a.k.a. axes, fist weapons, maces, and swords. This spec is all about up-front damage caused directly by your button presses: Compared to Assassination and Subtlety, it is much less reliant on damage-over-time effects such as poisons and bleeds.

MASTERY: MAIN GAUCHE
French for "left hand," this randomly grants you an extra autoattack with your off-hand weapon that's more powerful than a typical off-hand autoattack.

SPECIALIZATION ABILITIES

Ability	Level	Icon	Description
Blade Flurry	10		While active, your attacks also strike up to 4 additional nearby opponents for 30% of normal damage, but your Energy regeneration is reduced by 20%. Lasts until cancelled. The Draenor Perk Enhanced Blade Flurry, which is granted while leveling from 90 to 100, removes the limit on additional targets.
Vitality	10		Increases your Energy regeneration rate by 20% and your Attack Power by 40%.
Revealing Strike	20		Deals 120% Physical damage, increasing the effect of your offensive finishing moves on that target by 35%, and giving your Sinister Strike a 25% chance to generate an extra combo point. Lasts 24 sec. Awards 1 combo point.
Combat Potency	30		You gain 5% more of the Haste stat from all sources, and your off-hand attacks have a chance to generate 15 Energy. Slower weapons have a higher chance.
Ruthlessness	32		For each combo point spent, your damaging finishing moves reduce the cooldown on your Adrenaline Rush, Killing Spree, and Sprint by 2 sec, and all your finishing moves have a 20% chance to grant a combo point and restore 25 Energy.
Adrenaline Rush	40		Increases your Energy regeneration rate by 100% and your attack speed by 20% for 15 sec. While Adrenaline Rush is active, the global cooldown on most of your Energy consumers is reduced by 0.2 sec
Bandit's Guile	60		Take advantage of the natural ebb and flow of combat, causing your Sinister Strike to gradually increase your damage dealt by up to 30%. This maximum effect will last for 15 sec before fading and beginning the cycle anew.
Killing Spree	80		Step through the shadows to a visible enemy within 10 yards, attacking 7 times over 3 sec for Physical damage with both weapons. While Blade Flurry is active, each Killing Spree attack will teleport to and damage a different nearby enemy target. The Rogue cannot be targeted or disabled while Killing Spree is active.

DRAENOR PERKS

One of the four following perks will be granted to a Combat Rogue upon reaching level 92, 94, 96, and 98. Each perk is granted once. The order in which perks are granted is random.

Perk	Description
Empowered Bandit's Guile	Bandit's Guile grants an additional 20% damage increase while in Deep Insight.
Enhanced Blade Flurry	Blade Flurry no longer has a target cap.
Improved Dual Wield	You no longer have a penalty to hitting with your autoattacks due to dual-wielding.
Swift Poison	Replaces your Deadly Poison with Instant Poison, which coats your weapons with a Lethal Poison that lasts for 1 hour. Each strike has a 30% chance of instantly poisoning the enemy for Nature damage.

GROUP PLAY

Rogues bring two key values to group play. One is dealing damage: Rogues are excellent at single-target damage, provided they can stay behind and within melee range of their target. The second is crowd control: A Rogue's versatile toolkit can also make it tremendously useful for stunning, slowing, interrupting, and frustrating the enemy.

GROUP BUFFS

The primary buff a Rogue brings to a party or raid is a passive one: Swiftblade's Cunning. This spell, which is always active, grants all allies within 100 yards a 5% bonus to their haste and multistrike statistics. (Note: The haste buff is also granted by Frost and Unholy Death Knights' Unholy Aura, and Shamans' Grace of Air.)

ROTATION

Combat features a moderately paced rotation much of the time—that is, until the Adrenaline Rush cooldown is used. Although the abilities a Rogue casts while Adrenaline Rush is active are no different than when it's inactive, the cooldown drastically speeds up the rotation, which means much more rapid button pushing. Be ready for the roller coaster.

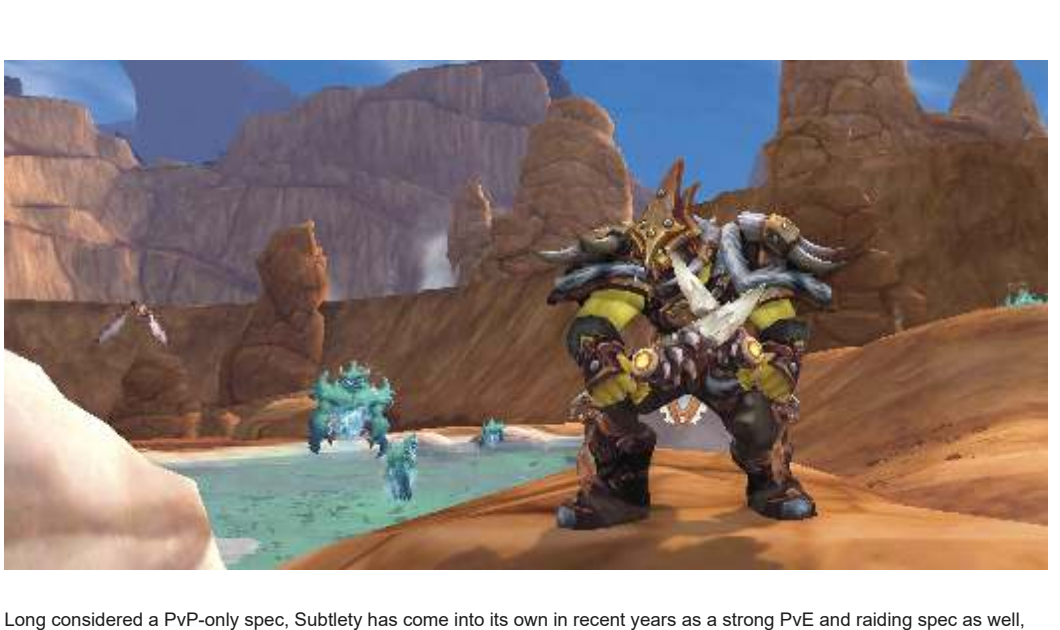
- Open with Ambush, then cast Slice and Dice.
- Cast Revealing Strike. Cast it again when it's about to expire.
- Use Sinister Strike to build combo points.
- Spend your combo points on Slice and Dice (if it'll expire within a few seconds) or Eviscerate (if Slice and Dice is looking good).
- Use Killing Spree and Adrenaline Rush whenever they're available; if both are available, use Killing Spree first.

PREPARING FOR HIGH-END CONTENT

Rogues exclusively wear leather armor, and only seek to use gear with the primary stat Agility (never Intellect, Spirit, or Strength). A Rogue may see any of several different secondary stats on their gear, each of which has benefits: Critical Strike, Haste, Mastery, Multistrike and Versatility.

When upgrading weaponry, remember that Combat Rogues do the most damage when they have so-called "slow" weapons—axes, fist weapons, maces, or swords—in their main hand. In their off-hand, any weapon with Agility is fine, including daggers.

SUBTLETY



Long considered a PvP-only spec, Subtlety has come into its own in recent years as a strong PvE and raiding spec as well, while retaining its value in PvP. Compared to the other two options, Subtlety more heavily relies on bleeds to do its damage. It's also generally considered the most challenging spec to master, due to the number of abilities and cooldowns that must be expertly juggled.

MASTERY: EXECUTIONER
This enhances the power of your finishers, making them hit harder. Also makes your Slice and Dice last longer, thus reducing how often it needs to be refreshed during a fight.

SPECIALIZATION ABILITIES

Spell	Level	Icon	Description
Energetic Recovery	10		While your Slice and Dice ability is active, you regain 8 Energy every 2 sec.
Find Weakness	10		Your Ambush, Garrote, and Cheap Shot abilities reveal a flaw in your target's defenses, causing all your attacks to bypass 100% of that enemy's armor for 10 sec. Bypasses less armor on players.
Hemorrhage	10		An instant strike that deals 40% Physical damage (increased 40% if a dagger is equipped), and causes the target to bleed for additional damage over 24 sec. Awards 1 combo point. Replaces Sinister Strike.
Master of Subtlety	10		Attacks made while stealthed and for 6 seconds after breaking stealth cause an additional 10% damage.
Sinister Calling	10		Increases your total Agility by 15% and you gain 5% more of the Multistrike stat from all sources. When you multistrike with Backstab or Ambush, you also twist the blade, causing all of your Bleed effects to advance by 2 sec, triggering an instant tick.
Premeditation	30		Adds 2 combo points. You must add to or use those combo points within 18 sec or the combo points are lost.
Backstab	40		Requires daggers. Backstab the target, causing 175% Physical damage. Must not be in front of the target. Awards 1 combo point.
Rupture	46		Finishing move that causes damage over time. Lasts longer per combo point.
Honor Among Thieves	50		Critical hits in combat by you or by your party or raid members grant you a combo point, but no more often than once every 2 seconds.
Relentless Strikes	54		Your finishing moves have a 20% chance per combo point to restore 25 Energy.
Sanguinary Vein	60		Increases the damage of your Rupture ability by 10% and causes you to deal 20% additional damage to targets afflicted by your Rupture, Garrote, or Crimson Tempest.
Fan of Knives	66		Sprays knives at all targets within 10 yards, dealing Physical damage and applying your active poisons at their normal rate. Awards 1 combo point.
Shadow Dance	80		Enter the Shadow Dance for 8 sec, allowing the use of abilities that ordinarily require Stealth, and reducing the Energy cost of Ambush by 20. The Draenor Perk Enhanced Shadow Dance, which is granted while leveling from 90 to 100, increases the duration from 8 sec to 10 sec.

DRAENOR PERKS

One of the four following perks will be granted to a Subtlety Rogue upon reaching level 92, 94, 96, and 98. Each perk is granted once. The order in which perks are granted is random.

Perk	Description
Empowered Fan of Knives	Fan of Knives now generates a combo point for each target that it hits.
Enhanced Shadow Dance	Increases the duration of Shadow Dance by 2 sec.
Enhanced Stealth	You deal an additional 5% damage for 6 sec after Stealth breaks.
Enhanced Vanish	Reduces the cooldown on Vanish by 30 sec.

ROTATION

Subtlety's rotation in boss fights is the most complex of the three specs. For those who can rise to the challenge, though, it often yields the greatest rewards (in terms of the highest damage potential in single-target fights).

- Cast Preparation, then Slice and Dice. While you're still stealthed, cast Garrote. (If you've chosen Subterfuge as your level 15 talent, you'll have time to also cast Ambush after Garrote.)
- With the combo points you've generated so far, cast Rupture. Keep it active and refresh with as many combo points as possible.
- Generate combo points with Backstab (or, if you're in front of your target, Hemorrhage).
- Spend your combo points on three finishers, in this order of priority: Slice and Dice (if only a few seconds remain), Rupture (if only a few seconds remain), Eviscerate. Try to use 5 combo points whenever possible.
- Use Shadow Dance whenever it's available. While in Shadow Dance, use Ambush as your combo point generator.
- Use Vanish whenever it's available, then cast Garrote. (If you have the Subterfuge talent, you'll also likely have time to cast Ambush after Garrote.)

GROUP PLAY

Rogues bring two key values to group play. One is dealing damage: Rogues are excellent at single-target damage, provided they can stay behind and within melee range of their target. The second is crowd control: A rogue's versatile toolkit can also make it tremendously useful for stunning, slowing, interrupting, and frustrating the enemy.

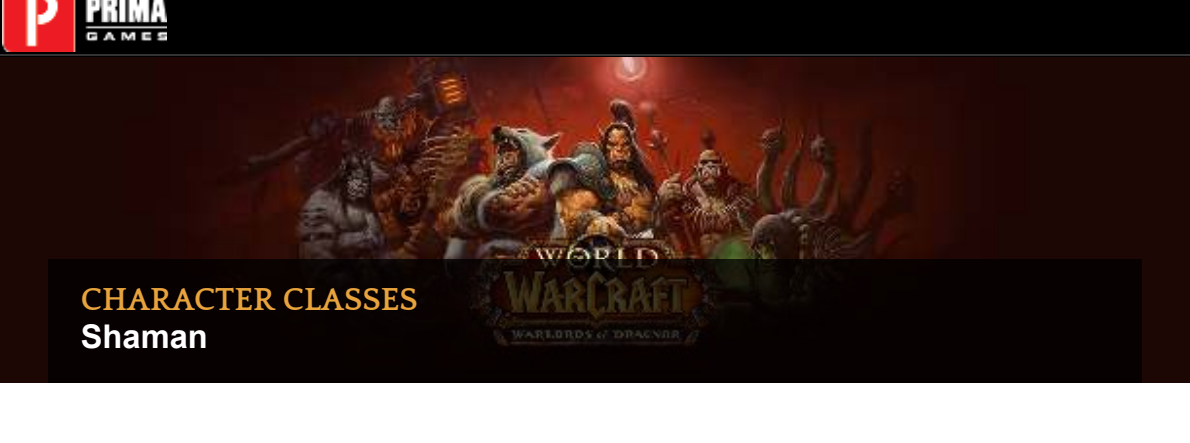
GROUP BUFFS

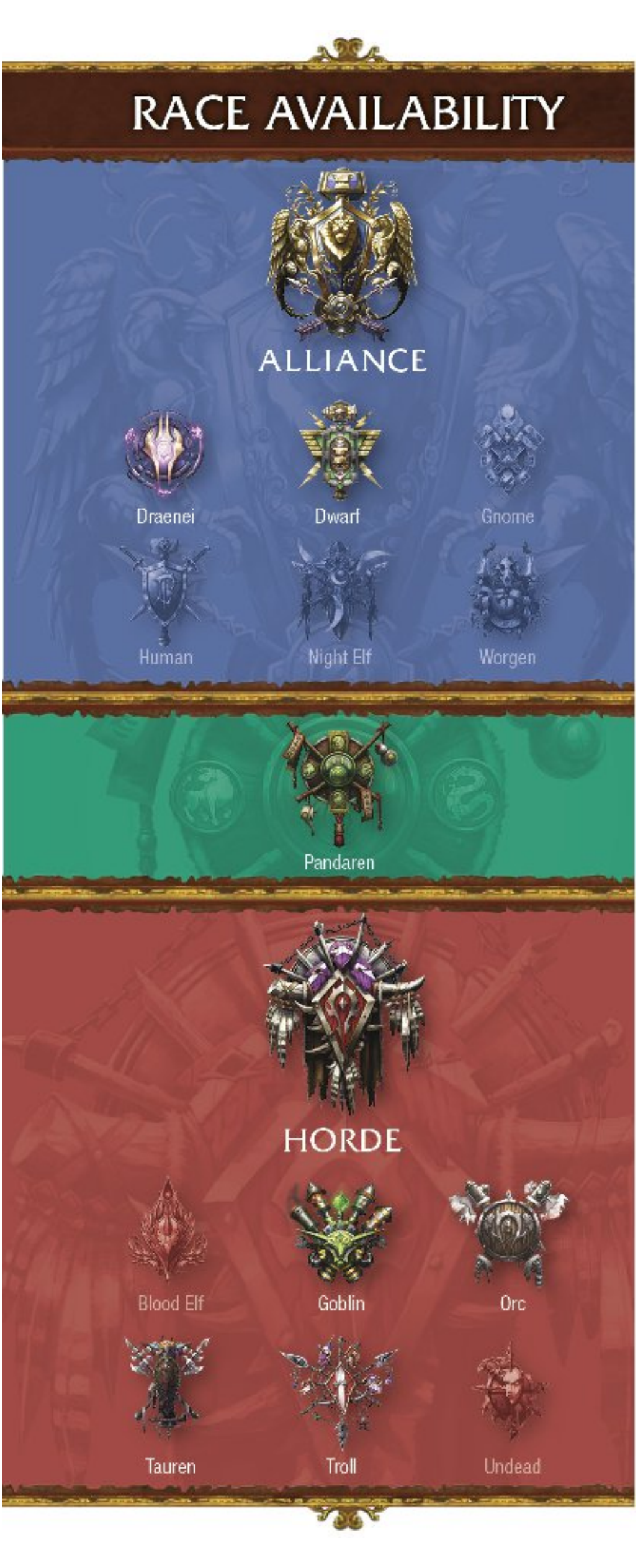
The primary buff a Rogue brings to a party or raid is a passive one: Swiftblade's Cunning. This spell, which is always active, grants all allies within 100 yards a 5% bonus to their haste and multistrike statistics. (Note: The haste buff is also granted by Frost and Unholy Death Knights' Unholy Aura, and Shamans' Grace of Air.)

GETTING READY FOR HIGH-END CONTENT

Rogues exclusively wear leather armor, and only seek to use gear with the primary stat Agility (never Intellect, Spirit, or Strength). A Rogue may see any of several different secondary stats on their gear, each of which has benefits: Critical Strike, Haste, Mastery, Multistrike and Versatility.

When upgrading weaponry, remember that Subtlety Rogues prefer to wield a dagger in each hand. If finding two daggers proves extremely difficult, so-called "slow" weapons—axes, fist weapons, maces, or swords—can suffice, but are not preferred.





SHAMAN

Shaman are masters of the elements. They are able to deal lightning and fire to foes at range with the Elemental specialization, or deal damage up close with lightning and wind with the Enhancement specialization. Alternatively, they can heal allies with nature and water spells with the Restoration specialization.

Shaman provide totems, allowing the player to deploy various unique effects, often with a short duration. These can range from smart heals like Healing Stream to utility abilities like Grounding or Tremor totem. They also have the Grace of Air passive aura, granting additional haste and mastery to allies within 100 yards. The most notable group ability is Bloodlust/Heroism, increasing the haste of all party members by 30% for 40 seconds.

Shaman can also summon temporary elemental pets to assist them. The normal versions will simply assist the player with their current target. However, by taking the Primal Elementalist talent at level 90, these pets will be upgraded with a full pet command bar and additional abilities.

BOOSTING TO LEVEL 90

Know when to use Bloodlust or Heroism. Most of the time it doesn't matter, but there are often enrage or other mechanics that it should be saved for.

Make use of defensive cooldowns, heals, and utility abilities even when solo. They can mean the difference between living and dying.

Know what totems can do, and when to use them. Being able to negate a spell cast, break fears, or slow enemies can be useful at the right moment.

Remember that there are spells for roles outside of your current specialization in the Shaman spellbook. Elemental and Enhancement have a few heals, while Restoration has a few damage spells, crowd controls, and an interrupt. Most other classes don't have this ability overlap.

Most items will be suitable for multiple roles, with a few exceptions. Don't be afraid to switch should the situation demand it.

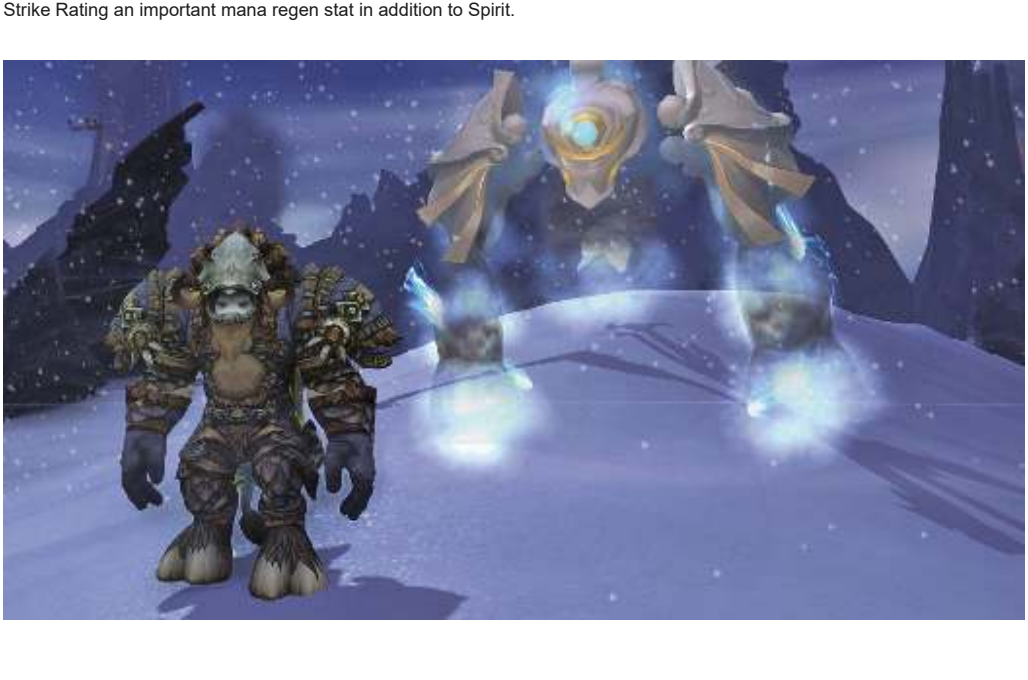
CLASS ABILITIES AND RESOURCES

Like other spell casting based classes, Shaman use mana to cast spells. Mana management is important to Restoration Shaman, and mana regeneration can be improved with additional Spirit. Elemental and Enhancement Shaman also use mana, but they have secondary resources to manage and mana use should not be an issue with their default spell set.

Elemental Shaman gain Lightning Shield charges up to 15 (20 with the perk Improved Lightning Shield). These extra charges can be expended by casting Earth Shock to trigger Fulmination. This expends all but one of your current Lightning Shield charges in a single attack against the enemy target.

Enhancement Shaman gain Maelstrom Weapon charges from melee attacks. This decreases the cast time and mana cost of a castable spell like Chain Lightning, Lightning Bolt, or Healing Surge by 20%. As it can stack up to 5 times, it can make the spell cast instant and cost no mana. If used on a healing spell, it also increases the amount healed by 10% per charge.

Restoration has Water Shield, which increases passive mana regeneration as well as restoring a fixed amount when hit. This is useful because Restoration is the only Shaman specialization to actively manage mana. In addition to Water Shield, Restoration also gains a fixed amount of mana from healing critical strikes via the Resurgence passive. This makes Critical Strike Rating an important mana regen stat in addition to Spirit.



TOTEMS

In addition to these, all three specializations have access to totems. Totems are essentially stationary short duration pets that perform a specific function. These can range from Searing Totem which attacks your target, Earthbind which snares enemies, or Healing Stream which heals you and your allies. Longer cooldown totems include the Elemental totems which summon a Greater Earth or Fire Elemental to fight by your side.

Totems also allow Shaman to summon Greater Elementals as temporary pets for 1 minute, with a 5 minute cooldown. These Elementals grant Shaman additional damage or utility while they are alive. The Earth Elemental acts as a tank, generating threat against hostile targets so they take damage rather than their owner. The Fire Elementals only focus is to deal damage, either via Fire Blast or melee hits. The Storm Elemental Totem talent summons a Greater Storm elemental that provides additional damage too, but it also converts a portion of the damage to healing on nearby party members.

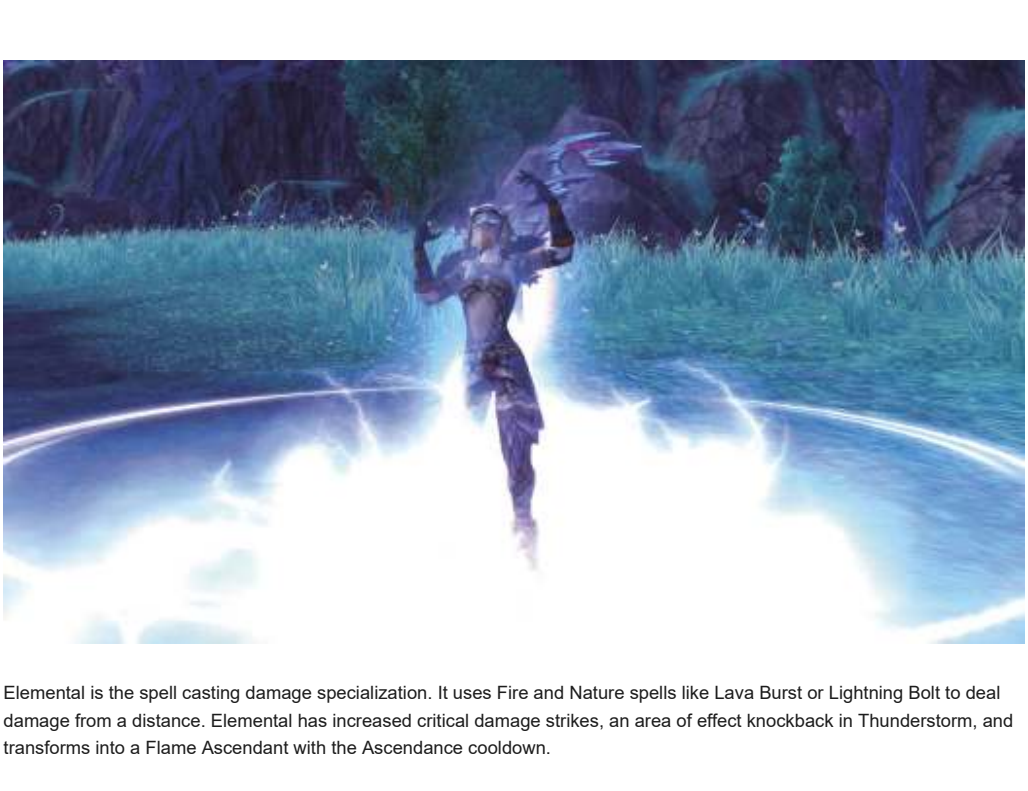
NON-SPECIALIZATION ABILITIES

Name	Level	Icon	Description
Lightning Bolt	1		Fires a bolt of lightning at the target, dealing Nature damage.
Primal Strike	3		An instant weapon strike that causes Physical damage.
Healing Surge	7		Heals a friendly target for a moderate amount.
Lightning Shield	8		The caster is surrounded by a reactive lightning barrier. When an attack hits the caster, the attacker will be struck for Nature damage. This effect may only occur once every few seconds. Lasts 1 hour.
Flame Shock	12		Sears the target with fire, causing Fire damage and then additional Fire damage over 30 seconds.
Purge	12		Purges the enemy target, removing 1 beneficial Magic effect.
Ancestral Spirit	14		Returns the spirit to the body, restoring a dead target to life with 35% of maximum health and mana. Cannot be cast when in combat.
Ghost Wolf	15		Turns the Shaman into a Ghost Wolf, increasing speed by 30%.
Searing Totem	16		Summons a Fire Totem at the feet of the caster for 1 minute that repeatedly attacks an enemy within 25 yards with fire damage.
Wind Shear	16		Disrupts the target's concentration with a burst of wind, interrupting spellcasting and preventing any spell in that school from being cast for 3 seconds.
Cleanse Spirit	18		Removes all Curse effects from a friendly target.
Frost Shock	22		Instantly shocks an enemy with frost, dealing Frost damage and reducing the target's movement speed by 50%. Lasts 8 seconds.
Water Walking	24		Allows the friendly target to walk across water for 10 minutes. Any damage will cancel the effect.
Earthbind Totem	26		Summons an Earth Totem at the feet of the caster for 20 seconds that slows the movement speed of enemies within 10 yards.
Chain Lightning	28		Hurls a lightning bolt at the enemy, dealing Nature damage and then jumping to additional nearby enemies. Affects 3 total targets.
Healing Stream Totem	30		Summons a Water Totem at the feet of the caster that heals an injured party or raid member within 40 yards every 2 seconds. Lasts 15 seconds.
Totemic Recall	30		Returns your totems to the earth, refunding 25% of their mana cost.
Reincarnation	32		Allows you to resurrect yourself upon death with 20% health and mana. 30 minute cooldown.
Astral Recall	34		Yanks the caster through the twisting nether back to their hearthstone location.
Far Sight	36		Changes the caster's viewpoint to the targeted location. Lasts 1 min. Only usable outdoors.
Grounding Totem	38		Summons an Air Totem at the feet of the caster that will redirect one harmful spell cast on a nearby party member to itself, destroying the totem. Will not redirect area of effect spells. Lasts 15 seconds.
Mail Specialization	40		Allows the player to equip Mail armor items.
Mail Specialization	50		Increases the player's primary attribute by 5% while wearing Mail in all armor slots.
Tremor Totem	54		Summons an Earth Totem at the feet of the caster that shakes the ground around it for 10 seconds, removing Fear, Charm and Sleep effects from party and raid members within 30 yards.
Earth Elemental Totem	58		Summons an Earth Totem at the feet of the caster, calling forth a Greater to protect the caster and their allies. Lasts 1 minute.
Healing Rain	60		Healing rains blanket the area targeted by the Shaman, restoring health to up to 6 allies in the area over 10 seconds.
Capacitor Totem	63		Summons an Air Totem at the feet of the caster that gathers electrical energy from the surrounding air and then explodes after 5 seconds to stun all enemies within 8 yards for 5 seconds.
Fire Elemental Totem	66		Summons a Fire Totem at the feet of the caster, calling forth a Greater Fire Elemental to rain destruction on the caster's enemies. Lasts 1 minute.
Bloodlust/Heroism	70		Increases haste by 30% for all party and raid members within 100 yards. Lasts 40 seconds. Allies receiving this effect will become Sated and be unable to benefit from Bloodlust, Heroism or Time Warp again for 10 minutes.
Hex	75		Transforms the enemy into a frog. While hexed, the target is incapacitated and cannot attack or cast spells. Damage caused may interrupt the effect. Lasts 1 minute. Only one target can be hexed at one time. Only works on Humanoids and Beasts.
Grace of Air	80		Empowering winds swirl around the Shaman, granting all nearby party and raid members 550 Mastery and 5% Haste.

TALENTS

Talent	Icon	Description	Notes
Level 15 Tier			
Nature's Guardian		Attacks that bring your health below 30% increase your maximum health by 25% for 10 sec, and reduce your threat toward the attacker. Cannot occur more than once every 30 sec.	Works passively, so it's good for saving you when you need it most. Good for PvP and PvE.
Stone Bulwark Totem		Summons an Earth Totem at the feet of the caster for 30 sec, granting the caster a shield absorbing damage for 10 sec, and additional damage every 5 sec.	Handy for mitigating low but sustained damage.
Astral Shift		Shift partially into the elemental planes, taking 40% less damage for 6 seconds.	Has a longer cooldown than the other two talents. Is more suited towards mitigating high burst damage in a short timeframe.
Level 30 Tier			
Frozen Power		Your Frost Shock now also roots the target in ice for 5 sec.	Elemental: Useful for immobilizing foes, but as Frost Shock shares a cooldown with Earth & Flame Shocks it can reduce your damage output.Enhancement and Restoration: Useful for immobilizing foes, but remember that diminishing returns won't allow you to immobilize them for long on subsequent hits.
Earthgrab Totem		Summons an Earth Totem at the feet of the caster for 20 seconds. The totem pulses every 2 seconds, rooting all enemies within 10 yards for 5 seconds. Enemies previously rooted by the totem will instead suffer 50% movement speed reduction. Replaces Earthbind Totem.	The root effect is useful verses a large group of foes, either for AoE damage or running away.
Windwalk Totem		Summons an Air Totem at the feet of the caster for 6 sec, granting raid members within 40 yards immunity to movement-impairing effects.	Removes slows/roots and provides immunity for 6 seconds, making it very useful for certain PvE encounters & PvP teams.
Level 45 Tier			
Call of the Elements		Resets the cooldown on all totems with a base cooldown shorter than 3 minutes.	The usefulness of this talent comes down to what totems you want to use with a cooldown less than three minutes. This will include Earthbind, Grounding, Healing Stream and Tremor.
Totemic Persistence		Summoning a second totem of the same element no longer causes the first totem to be destroyed. May only have one extra totem at a time, and may not be a Fire totem.	Persistence prevents the problem of overwriting one totem with another, e.g.: Earth Elemental with Tremor. It can be used to give a bit more flexibility with totem use so there is no waiting for one to expire before placing another.
Totemic Projection		Relocates your active totems to the specified location.	This talent allows relocation of totems to a target area, very useful for placing something like Capacitor on a ranged target or relocating your active totems to another location after moving.
Level 60 Tier			
Elemental Mastery		Elemental forces empower you with 30% haste for 20 sec.	Combine with Ascendance and other cooldowns for maximum effect.
Ancestral Swiftness		Increases haste and attack speed by 5% at all times. When activated, your next Nature spell with a base cast time less than 10 seconds becomes instant.	The on-use ability allows one spell to be instant cast. Note: does not affect spells like Ancestral Spirit or Astral Recall.
Echo of the Elements		Elemental: Your spells and abilities have a chance to cause your next Lava Burst, Frost Shock, or Earthquake not to incur its cooldown.Enhancement: Your spells and abilities have a chance to cause your next Lava Lash, Stormstrike, or Fire Nova not to incur its cooldown.Restoration: Your spells and abilities have a chance to cause your next Riptide, Unleash Life, or Purify Spirit not to incur its cooldown.	Sometimes causes a few of your abilities to not trigger their cooldown when cast.
Level 75 Tier			
Rushing Streams		Your Healing Stream Totem now heals two targets at once for 15% additional healing.	Is effectively a 150% throughput increase, but only if a second target is available.
Ancestral Guidance		For the next 10 seconds, 20% of your direct damage and healing is converted to healing on up to 3 nearby injured party or raid members.	Ancestral Guidance can be useful as a group heal when taking AoE damage, but is not that effective as a solo self-heal.
Conductivity		Elemental and Enhancement: Your Lightning Bolt, Chain Lightning, Earth Shock, and Stormstrike increase the duration of your Healing Rain by 4 seconds, up to a maximum increase of 30 seconds.Restoration:Your Healing Wave, Healing Surge, and Chain Heal increase the duration of your Healing Rain by 4 seconds, up to a maximum increase of 30 seconds.	Extends the duration of your Healing Rain, but only one can be active at a time.
Level 90 Tier			
Unleashed Fury		Elemental: Empowers your Unleash Flame, causing it to also increase damage done with Lightning Bolt by 30% and with Lava Burst by 10% for 10 sec.Enhancement: Empowers your Unleash Elements, increasing damage taken by the target from your Lightning Bolt by 30% for 10 sec, and increasing your multistrike chance by 5% for 8 sec.Restoration: Empowers your Unleash Life, increasing the healing from your next single-target heal on that ally by 50%.	Elemental: Improves the effectiveness of Unleash Flame, making it a part of the stationary single-target rotation.Enhancement: Improves the effectiveness of Unleash Elements.Restoration: Improves the effectiveness of Unleash Life.
Primal Elementalist		Your Earth, Storm and Fire Elemental Totems draw forth primal elementals 80% more powerful than regular elementals, with additional abilities, and acting directly under your control.	Empowers your elemental pet totems, granting access to a pet bar and additional abilities.
Elemental Blast		Harness the raw power of the elements, dealing Elemental damage and increasing your Critical Strike, Haste, Mastery, or Multistrike (plus Agility for Enhancement Shaman) by 500 for 8 seconds.Also increases Restoration Shaman's Spirit by 1000 for 8 sec.	Elemental: Deals damage and grants a random secondary stat buff.Enhancement: Deals damage and grants a random secondary stat or Agility buff.Restoration: Deals damage and grants a random secondary stat buff in addition to Spirit.
Level 100 Tier (Elemental and Enhancement Shaman)			
Elemental Fusion		Your Lava Burst and Lava Lash increase the damage of your next Shock by 40%, stacking up to 2 times.	A nice damage increase for shocks. Multiplies with Unleash Flame for extra damage.
Storm Elemental		Summons an Air Totem at the feet of the caster, calling forth a Greater Storm Elemental to hurl gusts of wind at the caster's enemies. Each gust of wind does damage to the enemy, and then heals all allies within 15 yards for 100% of the damage dealt, split evenly. Lasts 1 min.	Acts as a second damage elemental, with some low raid healing. Also gains a runspeed aura with Primal Elementalist.
Liquid Magma		Empowers your current Fire Totem with the power of lava, causing liquid magma to erupt from it toward random enemies within 40 yards every 0.5 sec for 10 sec. Each glob of liquid magma deals Fire damage to all enemies within 4 yards.	Functions both as a single target and AoE damage cooldown. Remember to have a Fire Totem up for the 10-second duration.
Level 100 Tier (Restoration Shaman)			
Cloudburst Totem		Summons a Water Totem at the feet of the caster for 15 seconds that collects power from all healing spells & their multistrikes. When the Cloudburst Totem is destroyed, replaced or expires, the stored power is released, healing all injured allies within 40 yards for a total of 20% of all healing done while it was active, split evenly between them.	Use at the start of a phase of heavy AoE damage to take advantage of cooldowns and help top off the raid.
Storm Elemental		Summons an Air Totem at the feet of the caster, calling forth a Greater Storm Elemental to hurl gusts of wind at the caster's enemies. Each gust of wind does damage to the enemy, and then heals all allies within 15 yards for 100% of the damage dealt, split evenly. Lasts 1 min.	Acts as a second damage elemental, with some low raid healing. Also gains a runspeed aura with Primal Elementalist.
High Tide		Your Chain Heal also bounces to up to 2 additional targets affected by your Riptide, and no longer diminishes in power with each bounce.	Improves the raid healing from Chain Heal. More useful for sustained raid healing over the burst healing of the other level 100 talents.

ELEMENTAL



Elemental is the spell casting damage specialization. It uses Fire and Nature spells like Lava Burst or Lightning Bolt to deal damage from a distance. Elemental has increased critical damage strikes, an area of effect knockback in Thunderstorm, and transforms into a Flame Ascendant with the Ascendance cooldown.

MASTERY: MOLTEN EARTH

Molten Earth is a damage proc that occurs after a short delay when attacking a target. Molten earth spikes will rise out of the ground and attack the currently targeted enemy, as long as it has been attacked in the last six seconds. Does not attack crowd-controlled targets.

SPECIALIZATION ABILITIES

Ability	Level	Icon	Description
Earth Shock	10		Instantly shocks the target with concussive force, causing Nature damage.
Elemental Fury	10		Critical strikes deal 250% damage instead of the usual 200%.
Elemental Reach	10		Increases the range of your Lightning Bolt, Chain Lightning and Lava Burst spells by 10 yards, and increases the range of your Shock spells and Searing Totem by 15 yards.
Shamanism	10		Increases the damage of Lightning Bolt by 36% and Chain Lightning by 100%, reduces the casting time of Lightning Bolt by 0.5 seconds, and removes the cooldown from Chain Lightning.
Spiritual Insight	10		Increases your mana pool by 400%. Reduces the cooldown of Earth and Flame Shock spells by 1 second.
Thunderstorm	10		Calls down a bolt of lightning, dealing nature damage to all enemies within 10 yards, reducing their movement speed by 40% for 5 seconds, and knocking them back from the Shaman. This spell is usable while stunned.
Fulmination	20		While Lightning Shield is active, damage and multistrike damage from Elemental Blast, Lightning Bolt and Chain Lightning spells generate an additional Lightning Shield charge, up to a maximum of 15 charges (20 with the Improved Lightning Shield Perk). Casting Earth Shock will consume any charges beyond 1, dealing their total damage to the enemy target.
Lava Burst	34		You hurl molten lava at the target, dealing Fire damage. Lava Burst will always deal a critical strike.If your Flame Shock is on the target, Lava Burst will deal 50% additional damage.
Lava Surge	50		Your Flame Shock damage over time has a chance to reset the cooldown of your Lava Burst spell and cause your next Lava Burst spell to be instant.
Earthquake	60		You cause the earth at the target location to tremble and break, dealing Physical damage over 10 seconds to enemies in an 8 yard radius, with a 10% chance of knocking down affected targets.
Shamanistic Rage	65		Reduces all damage taken by 30% for 15 seconds. This spell is usable while stunned.
Unleash Flame	81		Unleashes elemental forces of flame, increasing the damage dealt by the Shaman's next Fire spell by 40%.
Spiritwalker's Grace	85		Calls upon spiritual guidance, permitting movement while casting Shaman spells. This spell may be cast while casting other spells. Lasts 15 seconds.
Ascendance	87		The Shaman transforms into a Flame Ascendant for 15 seconds. While in this form, Lava Burst has no cooldown and Chain Lightning is empowered to become Lava Beam.
Elemental Overload	90		You have a 20% increased chance to multistrike. Your multistrikes deal 35% increased damage. You gain 5% more of the Multistrike stat from all sources.

DRAENOR PERKS

Every other level while leveling up to 100, you receive a boost to an existing ability called a Draenor Perk. You learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Perk	Description
Enhanced Chain Lightning	Each target struck by your Chain Lightning or Lava Beam increases the damage done by your next Earthquake by 40%.
Enhanced Unleash	Your Unleash Flame ability also causes you to gain 30% increased movement speed for 4 seconds.
Improved Lightning Shield	Lightning Shield gains 5 additional maximum charges, and Lava Burst and its multistrikes can now generate additional Lightning Shield charges through Fulmination.
Improved Reincarnation	Increases the health that you Reincarnate with by an additional 50%.

ROTATION

The idea with the Elemental rotation is to make sure Flame Shock is always up to get the 50% bonus to Lava Burst. Remember that Flame Shock gains up to an additional 30% of the maximum duration, based on the remaining time on the current DoT effect.

Secondly, use Earth Shock to expend Lightning Shield charges at around 15 charges or more, but use it after other spells like Elemental Blast or Lava Burst. This is to prevent wasting charge generation and also avoid delaying the hard-hitting short cooldown spells.

- Ensure Flame Shock is on your target.
- If talented for Unleashed Fury, cast Unleash Flame.
- Cast Lava Burst if it is off cooldown.
- If talented for Elemental Blast, cast it.
- If at 15 or more Lightning Shield charges, cast Earth Shock.
- Recast Flame Shock if it has 9 seconds or less remaining.
- Cast Lightning Bolt for the primary filler spell.

GROUP PLAY

Elemental Shaman are great for dealing ranged damage, or frequently interrupting spell casts with Wind Shear. Have Hex handy to throw out a bit of extra crowd control if needed, but remember that it has a 45-second cooldown, so use it wisely.

GROUP BUFFS

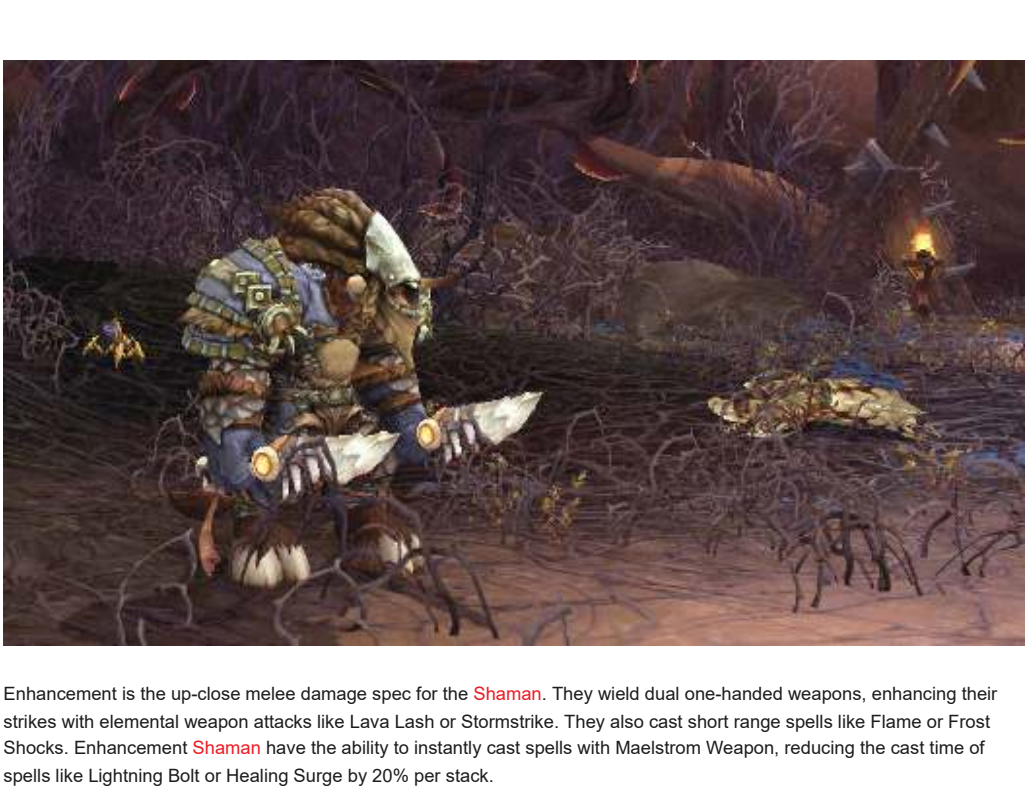
All Shaman provide the Grace of Air passive aura, which increases Haste and Mastery for all allies within 100 yards. They also have Bloodlust (Horde) or Heroism (Alliance) which increases party haste by 30% for 40 seconds. This is best used for finishing off a boss fight with an enrage, or burning through a particularly nasty encounter phase that is tied to the life percentage of the boss.

PREPARING FOR HIGH-END CONTENT

When preparing for high-end content, look for mail armor items with a stat priority for Multistrike, then Haste. Try to get one-handed weapons with a shield where possible. This is because Elemental Shaman are one of only three specializations that can use Intellect Shields (the other two being Restoration Shaman and Holy Paladins). That said, using a staff or other off-hand items will be fine in most cases.

Avoid items with spirit or bonus armor as you will not benefit from these stats.

ENHANCEMENT



Enhancement is the up-close melee damage spec for the Shaman. They wield dual one-handed weapons, enhancing their strikes with elemental weapon attacks like Lava Lash or Stormstrike. They also cast short range spells like Flame or Frost Shocks. Enhancement Shaman have the ability to instantly cast spells with Maelstrom Weapon, reducing the cast time of spells like Lightning Bolt or Healing Surge by 20% per stack.

MASTERY: ENHANCED ELEMENTS

Enhanced Elements is a passive effect which increases your Fire, Frost, and Nature damage.

SPECIALIZATION ABILITIES

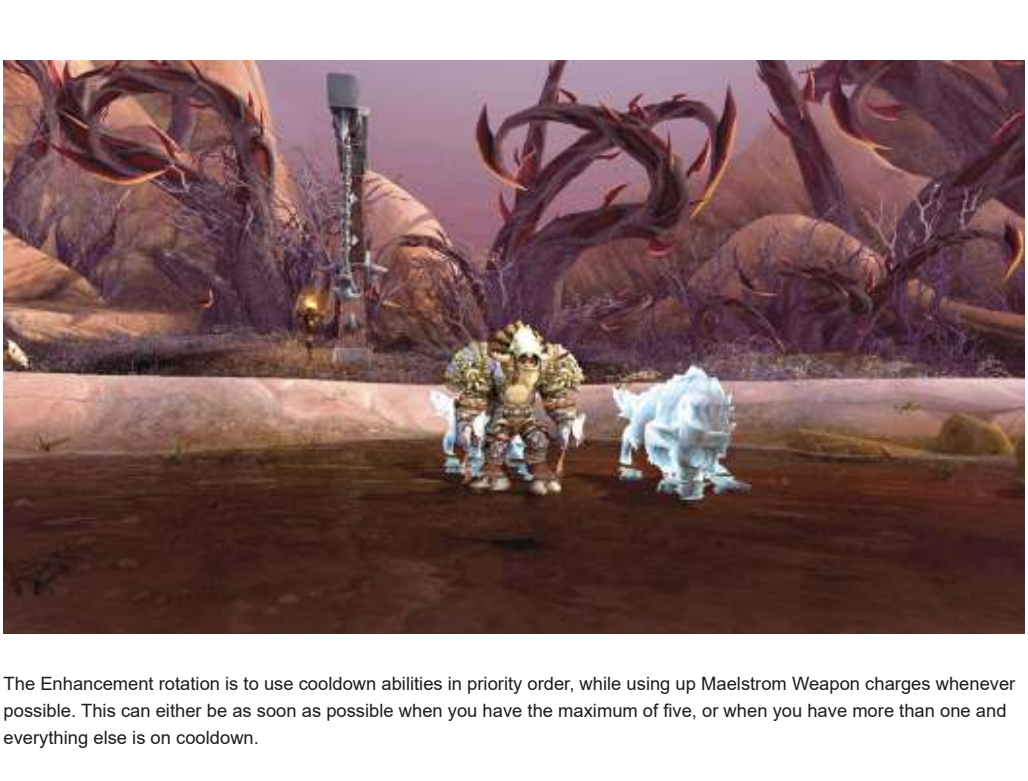
Ability	Level	Icon	Description
Critical Strikes	10		Increases your chance to critically strike by 10%.
Lava Lash	10		You charge your off-hand weapon with lava, instantly dealing Fire damage to an enemy target and spreading your Flame Shock from the target to up to 6 enemies within 12 yards.
Dual Wield	10		You may equip one-handed weapons in your off-hand, and you have a chance to parry incoming frontal melee attacks.
Mental Quickness	10		Your melee attacks restore mana.
Flurry	20		Melee haste effects lower the cooldown and global cooldown of your Stormstrike, Lava Lash, Shocks, Unleash Elements, and Fire Nova.
Stormstrike	26		Strike an enemy, dealing Physical damage with your main-hand and off-hand weapons, granting you an additional 25% chance to critically strike that enemy with your Nature damage spells for 15 seconds.
Enhanced Weapons	30		You imbue your weapons with the power of wind and fire. Each of your main-hand weapon attacks has a 20% chance of triggering three extra attacks dealing 70% Physical damage. Each of your off-hand weapon attacks causes additional Fire damage, based on weapon speed.
Magma Totem	36		Summons a Fire Totem at the feet of the caster for 1 minute that causes Fire damage to creatures within 8 yards every 2 seconds.
Fire Nova	44		Ignites your Flame Shock spell on any nearby enemies, causing each of them to emit a wave of flames that deals Fire damage to every other enemy within 10 yards.
Maelstrom Weapon	50		When you deal damage with a melee weapon, you have a chance to gain an application of Maelstrom Weapon. Each application reduces the cast time and mana cost of your next Nature spell by 20% and increases its direct healing done by 10%. Does not apply to Ancestral Spirit or Hex. Stacks up to 5 times.
Feral Spirit	60		Summons two Spirit Wolves that aid the Shaman in battle, lasting 30 seconds. Spirit Wolves are immune to movement-impairing effects, and their attacks heal them and their master.
Shamanistic Rage	65		Reduces all damage taken by 30% for 15 seconds. This spell is usable while stunned.
Unleash Elements	81		Unleashes elemental forces of Flame and Wind, increasing the damage done by the Shaman's next Fire spell by 40%, and increasing the Shaman's attack speed by 60% for the next 6 seconds.
Ascendance	87		The Shaman transforms into an Air Ascendant for 15 seconds. While in this form, auto-attacks and Stormstrike become Wind attacks, bypassing armor, and having a 30 yard range.
Lightning Strikes	90		You gain 5% more of the Haste stat from all sources.

DRAENOR PERKS

Every other level while leveling up to 100, you receive a boost to an existing ability called a Draenor Perk. You learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Perk	Description
Enhanced Unleash	Your Unleash Elements ability also causes you to gain 30% increased movement speed for 4 seconds.
Improved Flame Shock	When your Flame Shock deals damage over time you have a 15% chance to reset the cooldown of Lava Lash.
Improved Maelstrom Weapon	Maelstrom Weapon now also causes your Nature spells to deal 10% additional damage per stack of Maelstrom Weapon.
Improved Reincarnation	Increases the health that you Reincarnate with by an additional 50%.

ROTATION



The Enhancement rotation is to use cooldown abilities in priority order, while using up Maelstrom Weapon charges whenever possible. This can either be as soon as possible when you have the maximum of five, or when you have more than one and everything else is on cooldown.

- Cast Lightning Bolt if you have 5 charges of Maelstrom Weapon up.
- Use Stormstrike.
- Use Lava Lash.
- Use Flame Shock if the Unleash Flame buff is up and Flame Shock is not on your target or has less than 9 seconds remaining.
- Use Unleash Elements.
- Use Frost Shock.
- Refresh Searing Totem.
- Cast Lightning Bolt if you have one or more Maelstrom Weapon charges.

GROUP PLAY

Enhancement Shaman are great for dealing damage up close or while on the move. They excel at frequent spell casting interrupts with Wind Shear. Have Hex handy to throw out a bit of extra crowd control if needed, but remember that it has a 45-second cooldown and that you can't make it an instant cast with Maelstrom Weapon.

GROUP BUFFS

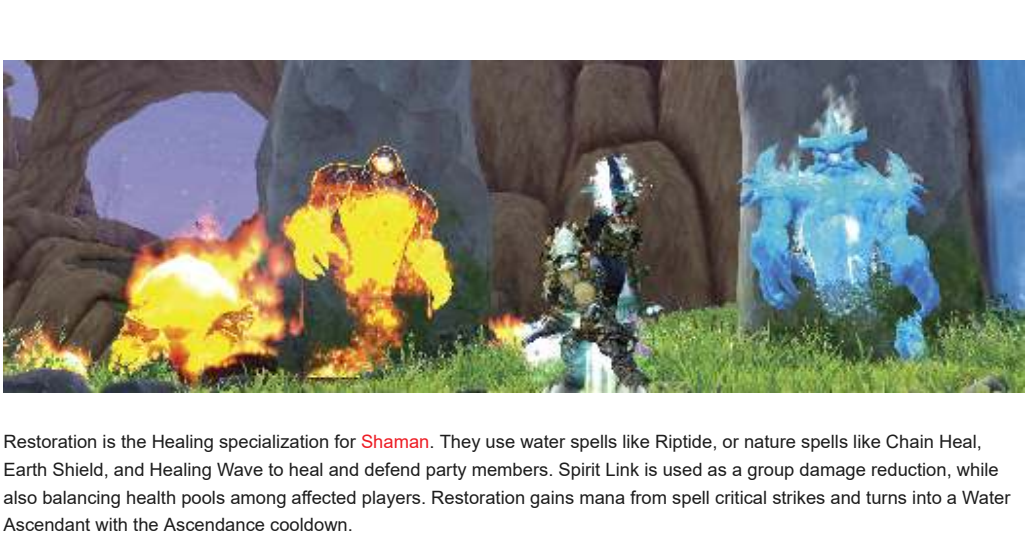
All Shaman provide the Grace of Air passive aura, which increases Haste and Mastery for all allies within 100 yards. They also have Bloodlust (Horde) or Heroism (Alliance) which increases party haste by 30% for 40 seconds. This is best used for finishing off a boss fight with an enrage, or burning through a particularly nasty encounter phase that is tied to the life percentage of the boss.

PREPARING FOR HIGH-END CONTENT

When preparing for high-end content, the priority is for items with Haste rating, followed closely by Mastery or Multistrike rating. Aim for slower one-handed Agility weapons, as these will help maximize damage from Windfury and Lava Lash hits. This is because both Stormstrike and Lava Lash are based on weapon damage, not weapon DPS. This means slower, harder hitting weapons are best for these two attacks, as well as Windfury procs.

Avoid necklaces, rings and cloaks with spirit or bonus armor, as these stats provide no benefit.

RESTORATION



Restoration is the Healing specialization for Shaman. They use water spells like Riptide, or nature spells like Chain Heal, Earth Shield, and Healing Wave to heal and defend party members. Spirit Link is used as a group damage reduction, while also balancing health pools among affected players. Restoration gains mana from spell critical strikes and turns into a Water Ascendant with the Ascendance cooldown.

MASTERY: DEEP HEALING

Deep Healing increases the amount a player is healed by how much health they have lost.

SPECIALIZATION ABILITIES

Ability	Level	Icon	Description
Meditation	10		You retain 50% of your mana regeneration from Spirit while in combat.
Riptide	10		Heals a friendly target with an additional amount over 18 seconds. Your Chain Heal spell is 25% more effective when the primary target is affected by your Riptide.
Spiritual Insight	10		Increases your mana pool by 400%.
Purify Spirit	18		Removes all Curse and Magic effects from a friendly target.
Water Shield	20		The caster is surrounded by globes of water, granting additional mana regeneration. When struck by a melee attack the caster regains additional mana. This effect can only occur once every few seconds. Lasts 1 hour. Only one of your Elemental Shields can be active on you at once. Replaces Lightning Shield.
Earth Shield	26		Protects the target with an earthen shield, increasing the effectiveness of Shaman healing spells on that target by 20%, and causing attacks to heal the shielded target. 9 charges. Lasts 10 minutes. This effect can only occur once every few seconds. Earth Shield can only be placed on one target at a time, and only one of your Elemental Shields can be active on you at once.
Lava Burst	34		You hurl molten lava at the target, dealing Fire damage. Lava Burst will always deal a critical strike. If your Flame Shock is on the target, Lava Burst will deal 50% additional damage.
Resurgence	40		Your direct heal criticals refund you mana.
Chain Heal	44		Heals the friendly target, then jumps to heal the most injured nearby targets. Healing is reduced by 10% after each jump.Heals 4 total targets.
Tidal Waves	50		When you cast Chain Heal or Riptide, you gain the Tidal Waves effect. This reduces the cast time of your next Healing Wave by 20%, or increases the critical effect chance of your next Healing Surge spell by 30%. 2 charges.
Healing Wave	60		Heals a friendly target.
Healing Tide Totem	65		Summons a Water Totem at the feet of the caster for 10 seconds. The totem pulses every 2 seconds, healing all party or raid members within 40 yards.
Spirit Link Totem	70		Summons an Air Totem at the feet of the caster. The totem reduces damage taken by all party and raid members within 10 yards by 10%. Every 1 second the health of all affected players is redistributed, such that all players are at the same percentage of maximum health. Last 6 seconds
Spiritwalker's Grace	85		Calls upon spiritual guidance, permitting movement while casting Shaman spells. This spell may be cast while casting other spells. Lasts 15 seconds.
Ascendance	87		The Shaman transforms into a Water Ascendant for 15 seconds. While in this form, all healing done is duplicated and distributed evenly among nearby allies.
Purification	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS

Every other level while leveling up to 100, you receive a boost to an existing ability called a Draenor Perk. You learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Perk	Description
Enhanced Unleash	Your Unleash Life ability also causes you to gain 30% increased movement speed for 4 seconds.
Improved Chain Heal	Increases the healing on the primary target of your Chain Heal spell by 50%.
Improved Reincarnation	Increases the health that you Reincarnate with by an additional 50%.
Improved Riptide	Reduces the cooldown of Riptide by 1 second.

ROTATION

Restoration does not have a set rotation, but rather a set of skills useful for different situations.

- Chain Heal is good for healing up to 4 targets at once, with the additional jumps made to the most injured targets nearby. Use Riptide on the primary target beforehand to increase the healing to that target by 25%.
- Earth Shield increases healing taken by the target, and also gives a small heal when that target is hit. Good to combine with the Chain Heal/Riptide combo mentioned above.
- Healing Rain is the primary area-of-effect heal, creating a circle 10 yards wide that heals up to 6 allies standing in it.
- Healing Tide Totem is a group healing cooldown, to be used when the party or raid takes a lot of damage.
- Healing Surge and Healing Wave are the direct healing spells. Surge is quick but costly, used to get a quick heal out. Wave is slower and cheaper, used when time isn't as critical, or mana conservation is an important factor.
- Riptide is an 18-second heal-over-time, with a 6-second cooldown. Use either as a cheap top-off or to pre-heal an ally before using Chain Heal on them.
- Spirit Link Totem is a defensive group cooldown, reducing damage taken by 10%. It also redistributes health among affected players, so that everyone is at the same proportional health percentage. Great when combined with Healing Tide Totem or with Healing Rain.

GROUP PLAY

Restoration Shaman fill the party healer role, removing Curses and Magic debuffs with Purify Spirit. They still have the ability for crowd control via Hex, and can even interrupt spells with Wind Shear. Restoration Shaman are also a bit sturdier than most healers, especially when they have a shield equipped.

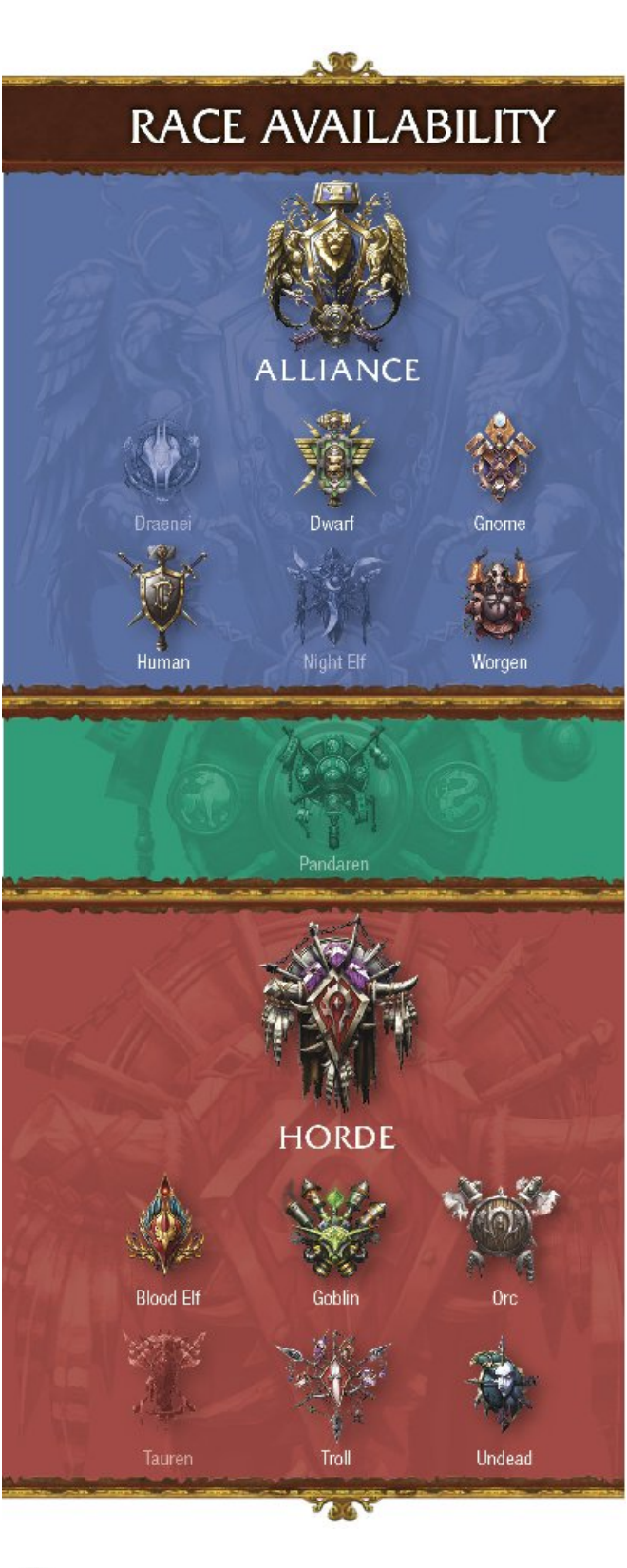
GROUP BUFFS

All Shaman provide the Grace of Air passive aura, which increases Haste and Mastery for all allies within 100 yards. They also have Bloodlust (Horde) or Heroism (Alliance) which increases party haste by 30% for 40 seconds. This is best used for finishing off a boss fight with an enrage, or burning through a particularly nasty encounter phase that is tied to the life percentage of the boss.

PREPARING FOR HIGH-END CONTENT

When preparing for high-end content, collect mail armor with Mastery, followed by Critical Strike rating to take advantage of the mana restore passive Resurgence. Spirit is the mana regen stat, and it's only available on cloaks, necklaces, rings, or trinkets.

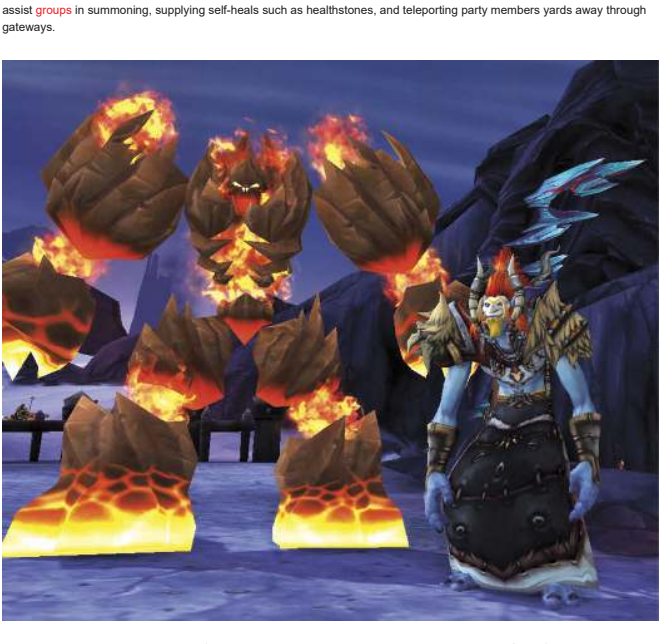
For weapons, any one- or two-handed Intellect weapon will do. Aim for a one-handed weapon and a shield if possible, as Restoration Shaman are one of only three Intellect specializations that can equip shields (the other two being Elemental Shaman and Holy Paladins).



WARLOCK

Warlocks deal damage from afar with the help of demonic pets, shadow, fire, and fel magic. While Warlocks will never truly tank or heal in a group, these resilient casters are versatile in their specializations of damage dealing, adapting easily to single and multiple targets. Warlocks do not run from terrifying fights; instead, they make their enemies run away in fear. With self-healing and more health than other cloth-wearers, Warlocks can withstand incoming hits without needing to rely on tank-like defense.

Affliction Warlocks corrupt enemies' souls with shadow damage over time spells. Destruction Warlocks swing to the side of fire damage with burst and direct damage. Demonologists sit in between with a combination of shadow, fire, damage over time, direct damage, and mastery of pet damage. When not using their pets and talents to crowd control enemies, Warlocks assist groups in summoning, supplying self-heals such as healthstones, and teleporting party members yards away through gateways.



BOOSTING TO LEVEL 90

Most players consider Affliction to be the easiest Warlock spec to learn and Demonology to be the most complex and difficult to learn. Destruction is easy to learn on single target while having a complex playstyle with multiple targets.

Warlocks are a pet class, and all pets come with stances and commands. The stances (assist, defensive, and passive) sit on the right side of the pet action bar by default. Three commands (attack, follow, and move to) sit on the left side of the pet action bar, though there's a fourth command (stay) in the pet spellbook. Commands will override stances, at least temporarily.

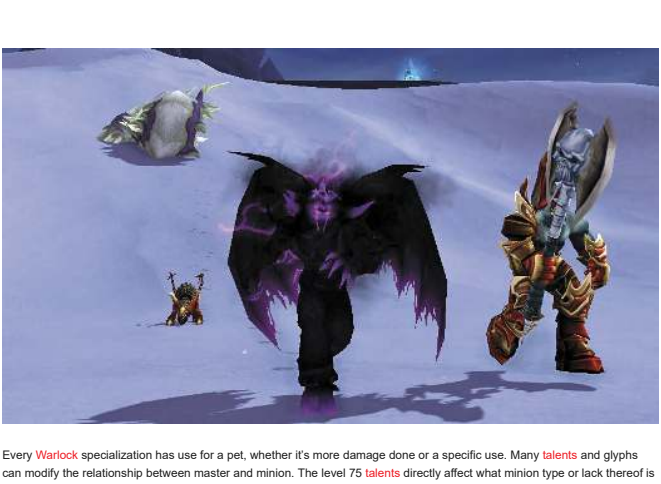
Basic pet management means your pet is usually on assist stance and follow command. Use the attack pet command when you want a pet to attack a specific target. Setting a pet to passive stance will generally remove it from combat or return it to your side.

Remember to turn off the threatening stances of the Voidwalker and Felguard (also Voidlord and Wrathguard) when in a group! Tank players typically don't like pets grabbing threat. Auto-casting abilities have a rotating sparkle icon border and can be turned off by right-clicking the ability.

The Warlock's choice of crowd control has traditionally been fear-based. Fear-based crowd control pulls groups into combat and, without use of a glyph, will potentially pull other mob packs after sending the target running. So be careful!

CLASS ABILITIES AND RESOURCES

DEMONIC PETS AND GUARDIANS



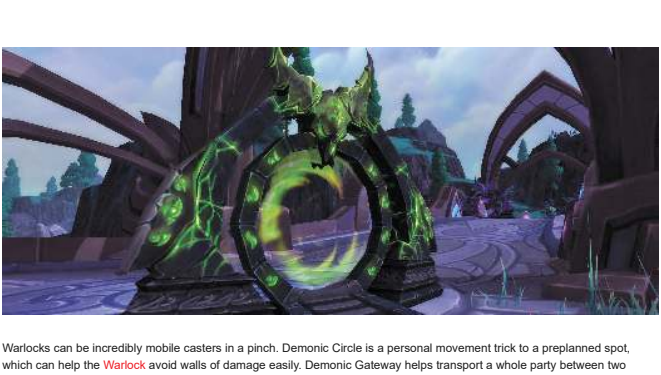
Every Warlock specialization has use for a pet, whether it's more damage done or a specific use. Many talents and glyphs can modify the relationship between master and minion. The level 75 talents directly affect what minion type or lack thereof is beside the Warlock. At level 100, one talent can make the temporary guardians (the Infernal and the Doomguard) into permanently controlled pets. Some talents allow the Warlock to help heal the pet with a part of damage done; others steal health from the pet for the Warlock to survive.

Because the demonic pet is important to a Warlock, summoning a minion takes a longer cast than usual spells. Affliction Warlocks can instantly resummon a pet with Soulburn: Summon [Pet] and Destruction Warlocks can instantly revive their last pet with Flames of Xoroth. Demonologists gain additional types of pets, like the Felguard and Wild Imps.

RESILIENT HEALTH

Some Warlock spells like Life Tap or Unbound Will are unique because they cost a percent of health rather than mana. So despite belonging to the lowest armor class, Warlocks have more health and self-healing than most DPS. Although Drain Life is no longer competitive as a main combat spell, Warlocks excel at leeching health off damage they deal with the talent Soul Leech or using their minions to provide an absorb shield like the talent Sacrificial Pact. Armed with abilities like Healthstones or Ember Tap, Warlocks can withstand large amounts of damage in combat.

COMBAT MOVEMENT



Warlocks can be incredibly mobile casters in a pinch. Demonic Circle is a personal movement trick to a preplanned spot, which can help the Warlock avoid walls of damage easily. Demonic Gateway helps transport a whole party between two points. Kil'jaeden's Cunning is a talent that lets the Warlock cast on the move, which can include some powerful cast time spells like Chaos Bolt.

SECONDARY RESOURCES

Each Warlock specialization has a different secondary resource, alongside health and mana. A set of stylized graphics sits on the player frame just below the blue mana bar to represent each unique resource, and there is also a visual indication on the character model as power with the resource shrinks or grows. Every Warlock has an exclusive toolkit of combat spells based on its unique secondary resource.

Affliction Warlocks empower their spells with Soul Shards, increasing their utility or damage done.

Demonology Warlocks build up Demonic Fury to willingly transform into a winged, purple demon. Once transformed, the Demonologist spends his or her Demonic Fury on more powerful damaging spells.

Destruction Warlocks generate Burning Embers bit by bit with their fire spells and spend full embers to deal powerful damage.

NON-SPECIALIZATION ABILITIES

Name	Level	Icon	Description
Control Demon	1		Allows you to give commands to control your demon.
Shadow Bolt	1		Sends a shadowy bolt at the enemy, causing Shadow damage.
Summon Imp	1		Summons an Imp under your command that casts ranged Firebolts.
Summon Demon	1		Puts all the demon-summoning spells in an expanding menu button.
Corruption	3		Corrupts the target, causing Shadow damage over 18 sec.
Summon Voidwalker	8		Summons a Voidwalker under your command, able to withstand heavy punishment.
Create Healthstone	9		Creates a Healthstone that can be consumed to restore health.
Fear	14		Strikes fear in the enemy, disorienting it for up to 20 sec. Damage caused may cancel fear. Limit 1 target.
Soulstone	18		The soul of the target party or raid member is stored, allowing resurrection upon death. Also castable to resurrect a dead target. Targets resurrect with 60% health and 20% mana.
Summon Succubus	20		Summons a Succubus under your command to seduce enemy Humanoids, preventing them from attacking.
Eye of Kilrogg	22		Summons an Eye of Kilrogg and binds your vision to it. The eye is stealthed and moves quickly but is very fragile.
Unending Breath	24		Allows the target to breathe underwater for 10 min.
Soul Harvest	27		You and your demon absorb nearby wandering souls, regenerating 2% health every second while out of combat and not in an arena.
Summon Felhunter	29		Summons a Felhunter under your command, able to heal itself by consuming the beneficial magic of your enemies.
Enslave Demon	31		Enslaves the target demon, forcing it to do your bidding. While enslaved, the demon's haste is reduced by 30%. Lasts up to 5 min.
Banish	32		Banishes an enemy Demon, Aberration, or Elemental, preventing any action for 30 sec. Limit 1 target. Casting Banish again on the target will cancel the effect.
Ritual of Summoning	42		Begins a ritual to create a summoning portal, requiring the caster and 2 allies to complete. This portal can be used to summon party and raid members.
Summon Infernal	49		Summons an Infernal from the Twisting Nether, impacting for Fire damage and stunning all enemy targets in the area for 2 sec. The Infernal will serve under your command for 1 min.
Command Demon	56		Commands your demon to perform its most powerful ability. This spell will transform based on your active pet. (See pets section for abilities.)
Summon Doomguard	58		Summons a Doomguard for 1 min to assault the target with its Doom Bolts.
Unending Resolve	64		Hardens your skin, reducing all damage taken by 40%, and granting immunity to interrupts and silences for 8 sec.
Soulshatter	66		Reduces threat by 90% for all enemies within 50 yards.
Create Soulwell	68		Creates a Soulwell for 2 min. Party and raid members can use the Soulwell to acquire a Healthstone.
Demonic Circle: Summon	76		You summon a Demonic Circle for 6 min. You can only have one Demonic Circle active at a time.
Demonic Circle: Teleport	76		Teleports you to your Demonic Circle and removes all snare effects.
Blood Pact	80		A demonic pact that increases the Stamina of all nearby party and raid members by 10%, increases your own Stamina by an additional 10%, and increases all healing you receive by 10%.
Dark Intent	82		Infuses the target with shadow, increasing spell power by 10% and multistrike chance by 5% for 1 hour. If the target is in your party of raid, all party and raid members will be affected.
Dark Soul	84		Grants a powerful effect based upon your specialization for 20 sec.
Demonic Gateway	87		Create a demonic gateway between two locations. Activating the gateway transports the user to the other gateway. Each player can use a Demonic Gateway only once per 1.50 min.

TALENTS

Talent	Icon	Description	Notes
Level 15 Tier (Healing)			
Dark Regeneration		Restores 20% of maximum health over 12 sec to you and your pet, and increases all healing received by 25% for the duration.	Great burst healing on a 2-min cooldown.
Soul Leech		Affliction: Drain Soul and Haunt grant you and your pet shadowy shields that absorb 30% of the damage they dealt for 15 sec.Demonology: Shadow Bolt, Soul Fire, and Touch of Chaos grant you and your pet shadowy shields that absorb 15% of the damage they dealt for 15 sec.Destruction: Incinerate, Chaos Bolt, and Shadowburn grant you and your pet shadowy shields that absorb 15% of the damage they dealt for 15 sec.	Best default talent for set-it-and-forget-it healing with absorbs off the main filler spells.
Harvest Life (Affliction and Demonology)		Drain Life deals 50% more damage and 100% more healing.	Amplifies Drain Life for more on-demand healing.
Searing Flames (Destruction)		Ember Tap causes 50% more healing, and refunds 50% of its Burning Ember cost.	While Ember Tap still costs a full ember to use, it's better on-demand healing and the refund helps build embers back up.
Level 30 Tier (Control)			
Howl of Terror		Your howl causes 5 enemies within 10 yds to flee in fear, disorienting them for 20 sec. Damage may cancel the effect. Being hit by a damaging attack reduces your cooldown on Howl of Terror by 1 sec.	Great tool in PvP, both as a defensive melee peel and as an offensive semi-interrupt.
Mortal Coil		Horrifies an enemy target into fleeing, incapacitating them for 3 sec, and restores 11% of the caster's maximum health.	Great single-target defensive tool in PvP, but also works like an extra health potion on a small cooldown in PvE combat.
Shadowfury		Stuns all enemies within 8 yds for 3 sec.	Excellent ranged crowd-control tool for handling mobs or enemy players in a tight range.
Level 45 Tier (Survivability)			
Soul Link		20% of all damage taken is split with your demon pet, and 3% of damage you deal heals you and your demon.Affliction and Destruction: If paired with Grimoire of Sacrifice, instead provides 20% additional maximum health for the duration of the Grimoire buff.	This makes a good damage buffer when paired with Grimoire of Supremacy's Voidlord pet. For Affliction and Destruction Warlocks, this talent really shines when paired with Grimoire of Sacrifice as it boosts the Warlock's maximum health.
Sacrificial Pact		Sacrifices 20% of your demon's current health to shield you for 400% of the sacrificed health for 20 sec. If you have no demon, your health is sacrificed instead. Usable while suffering from control impairing effects.	No matter the level 75 talent chosen, this makes for a great absorb cooldown to help a Warlock soak big hits.
Dark Bargain		Prevents all damage for 8 sec, but when the effect ends, you take 50% of the damage prevented over 8 sec. Usable while suffering from control impairing effects.	Beware of the DoT after the shield wears off! Otherwise, this is a great avoidance ability for huge damage in PvE.
Level 60 Tier (Movement)			
Blood Horror		While active, any time an enemy melee attack deals damage to the Warlock, the enemy will run in horror, incapacitated for up to 4 sec. 1 charge. Blood Horror lasts 1 min and costs 5% maximum health.	A powerful defense in PvP, to help turn melee players away from locking a Warlock down.
Burning Rush		Increase your movement speed by 50%, but also deals damage to you equal to 4% of your maximum health per second. Movement-impairing effects may not reduce you below 100% of normal movement speed. Lasts until cancelled.	This is the default movement-speed talent, as it grants a burst of speed at will. Luckily, the ability turns off if you run down to near-zero health, but watch out for other damage that can kill you!
Unbound Will		Purges all Magic effects, movement impairing effects, and loss of control effects from yourself and your demon. Unbound Will costs 20% maximum health.	Good in PvP and PvE for getting out of crowd control or powerful Magic effects.
Level 75 Tier (Demonic Pets)			
Grimoire of Supremacy		You command stronger demons, replacing your normal minions. These demons deal 20% additional damage and have more powerful abilities. Spells learned: Summon Fel Imp, Summon Voidlord, Summon Shivarra, Summon Observer, Summon Abyssal, Summon Terrorguard, Summon Wrathguard (Demonology).	Supremacy is the best level 75 talent for Affliction Warlocks when multidotting or when there's heavy movement. The supreme demons also have favored abilities on select fights.Supremacy is generally the best level 75 talent for Demonology Warlocks, but especially when paired with the Demonic Servitude talent.Supremacy is the best level 75 talent for Destruction Warlocks when there's heavy movement or lots of AoE use through Fire and Brimstone. The supreme demons also have favored abilities on select fights.
Grimoire of Service		Instantly summon a second demon which fights for 20 sec. The demon will instantly use one of its special abilities when summoned:Grimoire: Imp: Cleanses a harmful magic effect from its master.Grimoire: Voidwalker: Taunts its target.Grimoire: Succubus: Seduces its target.Grimoire: Felhunter: Interrupts its target.Grimoire: Felguard (Demonology): Stuns its target.	Grimoire of Service sees most of its use in PvP, where a second different demon can provide help.
Grimoire of Sacrifice (Affliction and Destruction)		Affliction: Sacrifice your demon to gain one of its abilities, and to increase the damage of your Drain Soul, Haunt, and Drain Life by 20%. Also causes you to regenerate 2% of maximum health every 8 sec. Lasts 1 hour or until you summon a demon.Destruction: Sacrifice your demon to gain one of its abilities, and to increase the damage of your Incinerate, Chaos Bolt, and Shadowburn by 20%. Does not apply to spells affected by Fire and Brimstone. Also causes you to regenerate 2% of maximum health every 8 sec. Lasts 1 hour or until you summon a demon.	Sacrifice is the best level 75 talent for Affliction and Destruction when doing primarily single-target damage or low movement. It's also powerful when combined with Soul Link for the health boost.
Grimoire of Synergy (Demonology)		When you or your demon deal damage, there is a chance to trigger Demonic Synergy, granting the other one 15% increased damage for 15 sec.	Synergy sees best uptimes on a single-target fight where the pet can most reliably proc the buff for the Warlock.
Level 90 Tier (Versatility)			
Archimonde's Darkness		Dark Soul now has 2 charges.	This is the default best DPS talent, as it increases the use of the Warlock's main DPS cooldown.
Kil'jaeden's Cunning		The cunning of Kil'jaeden allows you to move while casting Warlock spells for 8 sec. Castable while casting other spells.	While no longer as powerful as it was in early Mists of Pandaria, this talent provides a couple GCDs of freedom in heavy movement combat.
Mannoroth's Fury		Affliction: Increase the area of effect by 500% and damage by 100% of Seed of Corruption for 10 sec.Demonology: Increase the area of effect by 500% and damage by 100% of Hellfire and Immolation Aura for 10 sec.Destruction: Increase the area of effect by 500% and damage by 100% of Rain of Fire for 10 sec.	Affliction: When paired with good Seed of Corruption use, this talent can be very powerful.Demonology: Mannoroth's Fury provides a ridiculously big Immolation Aura/Hellfire, which can generate a ton of burst resource as well as AoE.Destruction: This talent makes a very large Rain of Fire, which is fun for both visuals and ember generation.
Level 100 Tier (Phenomenal Power)			
Soulburn: Haunt (Affliction)		Grants the Soulburn empowerment to your Haunt spell. Your Haunt spell also increase the damage of your damage over time effects to all targets by 20% for 30 sec.	A good damage buff contrasted with a high resource cost for Affliction.
Demonbolt (Demonology)		Launch a ball of demonic energy at the target, dealing Chaos damage. Each Demonbolt amplifies further Demonbolts, increasing damage by 20% and cost by 100% for 40 sec (reduced by Haste), stacking up to 10 times.	A significant DPS increase for Demonology on single targets.
Charred Remains (Destruction)		Incinerate and Conflagrate deal 60% less damage but generate 200% more Burning Embers. Fire and Brimstone can now also affect Chaos Bolt.	Makes for a faster playstyle, so the Warlock can cast Chaos Bolt more often and in AoE fashion.
Cataclysm		Affliction: Conjures a cataclysm at the target location, dealing Shadowflame damage to all enemies within 8 yds and applying Agony.Demonology: Conjures a cataclysm at the target location, dealing Shadowflame damage to all enemies within 8 yds and applying Corruption.Destruction: Conjures a cataclysm at the target location, dealing Shadowflame damage to all enemies within 8 yds and applying Immolate.	A powerful AoE spell that applies the most powerful DoT.
Demonic Servitude		You are now able to maintain your control over even greater demons indefinitely, allowing you to summon Doomguards and Infernals as permanent pets.	Allows the Doomguard and Infernal to be controllable pets, including working with all 3 Grimoire talents.

AFFLICTION

Affliction Warlocks are masters of shadow damage over time over time (DoT). Their entire spellbook is shadow-based and consists of DoTs, spells that enhance their DoT damage, or channeled spells that act like DoTs. Since most of their damage done is applied and then left to tick away on a target, Affliction Warlocks are great with managing two or more targets and movement-heavy encounters.

MASTERY: POTENT AFFLICTIONS

Potent Afflictions increases the damage of Agony, Corruption, and Unstable Affliction. The damage bonus increases with mastery rating found in group buffs, consumables, and on gear.

SECONDARY RESOURCE

Affliction Warlocks use Soul Shards, which are represented on the player frame by bright purple shard shapes. Visually, the shards a Warlock has are floating above his or her shoulders. Cosmetic glyphs can affect the appearance of Soul Shards on the character.

An Affliction Warlock can have zero to four Soul Shards at a time, but typically starts combat with four.

Regenerating Soul Shards: In combat, Soul Shards have a chance to regenerate as the Corruption damage-over-time spell deals damage. Out of combat, Affliction Warlocks will slowly regenerate their Soul Shards to full.

Spending Soul Shards: Some spells, like Haunt, naturally cost 1 Soul Shard, while casting Soulburn to spend 1 Soul Shard before casting other specific spells can empower their utility.

Shard Cost	Spell(s)	Use
2	Soulburn + Haunt	You gain a buff that increases the damage done by your damage-over-time spells.
2	Soulburn + Soul Swap	Instantly applies Unstable Affliction, Corruption, and Agony to a target.
1	Haunt	Deals a little damage and debuffs the target to increase the damage done by your damage-over-time spells.
1	Soul Swap	Copies your Unstable Affliction, Corruption, and Agony spells from one target to another.
1	Soulburn + Summon Demon	Instantly summons the pet demon of your choice.
1	Soulburn + Demonic Circle: Teleport	Temporarily increases your movement speed and renders you immune to snares and roots.
1	Soulburn + Seed of Corruption	Your Seed of Corruption will apply Corruption to every target it hits on detonation.

SPECIALIZATION ABILITIES

Name	Level	Icon	Description
Corruption	3		Corrupts the target, causing Shadow damage over 18 sec. Your most recently applied Corruption has a 6.0% chance to generate a Soul Shard each time it deals damage.
Drain Life	10		Drains the life from the target causing Shadow damage and restoring 9% of the caster's health over 6 sec.
Unstable Affliction	10		Causes Shadow damage over 14 sec. If dispelled, the dispeller suffers instant Shadow damage and is silenced for 4 sec. This damage is always a critical strike.
Health Funnel	11		Sacrifices 12% of your maximum health over 6 sec to restore 36% of your summoned Demon's maximum health.
Life Tap	16		Restores mana at the cost of 15% of your maximum health.
Soulburn	19		Consumes a Soul Shard, enhancing some of your spells: Summon Demon, Demonic Circle: Teleport, Seed of Corruption, and Soul Swap.
Seed of Corruption	21		Embeds a demon seed in the enemy target, causing Shadow damage over 18 sec. Detonates for Shadow damage to all enemies within 10 yards after the target dies or takes some damage from your spells.
Drain Soul	24		Drains the target's soul, causing Shadow damage over 4 sec. If the target dies and yields experience or honor, one Soul Shard is energized. When Drain Soul deals damage, it causes all of your other damage over time spells on the target to instantly deal 40% of their normal damage. Replaces Shadow Bolt.
Agony	36		Inflicts increasing agony on the target, causing Shadow damage over 24 sec. Damage starts low and increases over the duration.
Haunt	60		A ghostly soul haunts the target, dealing Shadow damage and increasing damage over time you deal to the target by 30% for 8 sec.
Soul Swap	79		Copies your damage over time effects from the target, preserving their duration. Your next use of Soul Swap within 3 sec will exhale a copy of the effects onto a new target.
Dark Soul: Misery	84		Infuses your soul with the misery of fallen foes, increasing haste by 30% for 20 sec.
Eradication	90		You gain 5% more of the Haste stat from all sources.

DRAENOR PERKS

Every other level while leveling up to 100, you receive a boost to an existing ability called a Draenor Perk. You learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Perk	Description
Empowered Drain Life	Health gained from your Drain Life grows by 10% each time it heals you.
Enhanced Haunt	Your Haunt lasts an additional 2 sec.
Improved Drain Soul	Your Drain Soul deals 100% additional damage on targets below 20% health.
Empowered Corruption	Corruption has a 2.5% increased chance to generate a Soul Shard.

ROTATIONS

Single-target rotations are often used on bosses in PvE or when the Warlock wants to focus damage on a single player in PvP. Area of effect or AoE damage is usually provided by 1-2 spells that specialize in hitting many targets at once. Multi-target rotations involve ways to extend single-target-like damage to multiple targets at one time, perhaps by using a small AoE spell or a utility spell to spread single-target spells to other targets.

Single Target:

- Apply and maintain Agony, Corruption, and Unstable Affliction on the target.
- Keep Haunt up on the target as much as possible, to increase your damage.
- Cast Drain Soul when not doing anything else.
- Use Life Tap when you run low on mana.

Multi-Target Or AoE:

- 2-5 targets: Use Soul Swap to spread DoTs from one target to another if you can spare a shard; if not, manually apply and maintain the three main DoTs on each target.
- 6+ targets: Cast a DoT on a mob and then apply Seed of Corruption. The DoT's damage will detonate Seed quicker.

Soulburn Tips:

- Cast Soulburn and then Haunt to gain the Haunting Spirits self buff to increase your damage done, if you have the Soulburn: Haunt talent.
- Cast Soulburn and then Soul Swap to instantly apply all the DoTs in a pinch.
- Cast Soulburn and then Seed of Corruption to apply Corruption to every target to prepare for liberal Seed casting.

GROUP PLAY

In groups, Warlocks provide ranged DPS. Warlocks can create a Soulwell which allows party and raid members to conjure a Healthstone for self-healing in a fight. With the help of other party or raid members, Warlocks can summon other party or raid members to the Warlock's location. Warlocks have a resurrection ability in Soulstone, which works both in and out of combat. Demonic Gateway provides transport for groupmates over short distances. Warlock pets can provide a number of crowd control or lesser tanking abilities for the group's needs.

GROUP BUFFS

Warlocks provide the buff Dark Intent, which provides 10% spellpower and 5% multistrike to the group. The Warlock passive Blood Pact increases the stamina of all party and raid members by 10%. This does not stack with other stamina group buffs.

PREPARING FOR HIGH-END CONTENT

Intellect and Spellpower are paramount stats for Warlocks; the best gear sources of the two stats are weapons and trinkets. The passive secondary stat attunement for Affliction Warlocks is Eradication, which increases Haste from all sources by 5%. Haste and Mastery are favored secondary stats. Haste increases the rate of DoT ticks and Mastery increases the overall damage done by the DoTs themselves. Multistrike, Versatility, and Critical Strike can also increase damage done.

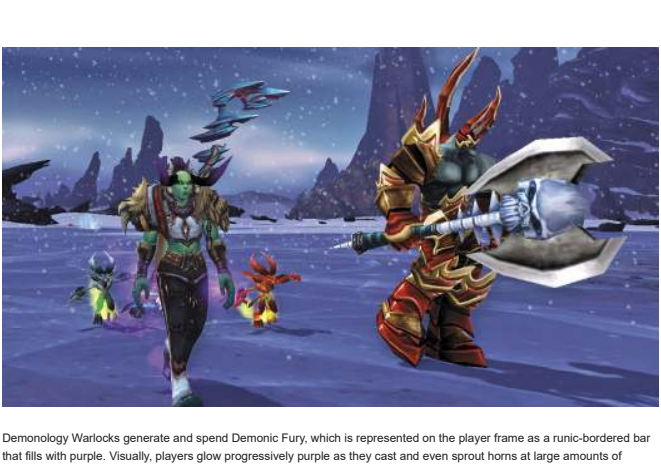
DEMONOLOGY

Demonology is all about the two sides of things: caster and demon form, shadow and fire spells, direct damage and damage over time. This specialization of Warlock gains extra pets with the Felguard and Wild Imps. Demonology Warlocks are good at balancing burst damage with good damage on the run.

MASTERY: MASTER DEMONOLOGIST

Master Demonologist increases the damage done by your demonic pets, the damage you deal in caster form, and the damage you deal in the demon form Metamorphosis. The damage bonus increases with mastery rating found in group buffs, consumables, and on gear.

SECONDARY RESOURCE



Demonology Warlocks generate and spend Demonic Fury, which is represented on the player frame as a runic-bordered bar that fills with purple. Visually, players glow progressively purple as they cast and even sprout horns at large amounts of Demonic Fury.

Demonic Fury can be anywhere from 0 to 1000 (0% to 100%); fury grows by spell when the player is in "caster" form and shrinks when the player is in Metamorphosis or demon form.

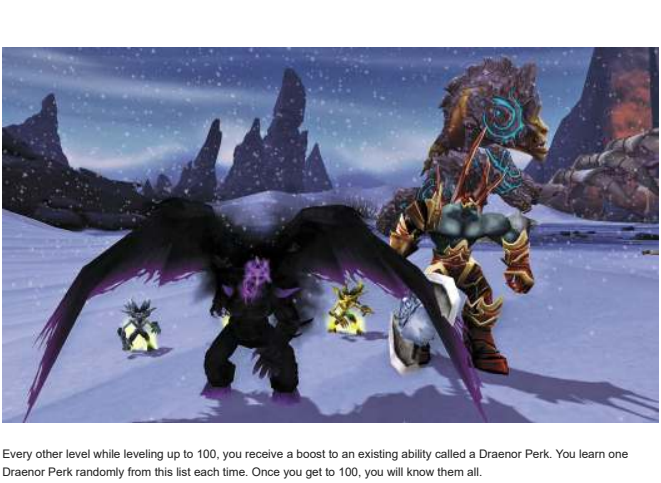
Generating Demonic Fury: Shadow Bolt, Corruption, Hand of Gul'dan, and when using Soul Fire in caster form. Your pet also generates demonic fury for you when it attacks.

Spending Demonic Fury: Touch of Chaos, Chaos Wave, Doom, Hellfire, Immolation Aura, and when using Soul Fire in demon form.

SPECIALIZATION ABILITIES

Name	Level	Icon	Description
Shadow Bolt	1		Sends a shadowy bolt at the enemy, causing Shadow damage. Generates 25 Demonic Fury.
Corruption	3		Corrupts the target, causing Shadow damage over 18 sec. Generates 4 Demonic Fury each time it deals damage.
Drain Life	10		Drains the life from the target causing Shadow damage and restoring 9% of the caster's health over 6 sec.
Metamorphosis	10		Turn into a demon, transforming your Corruption, Hand of Gul'dan, Hellfire, and Shadowbolt into alternate improved abilities, and improving functionality of many other abilities. Also increases armor by 250%.
Doom	10		While using Metamorphosis, your Corruption spell transforms into Doom. Inflicts impending doom upon the target, causing Shadow damage over 1 min. Doom critical strikes summon a Wild Imp to attack the target.
Touch of Chaos	10		Replaces Shadow Bolt while in Metamorphosis. Unleashes energy at the enemy, causing Chaos damage and extending the duration of Corruption.
Molten Core	10		Your Shadow Bolt and Soul Fire on targets below 25% health reduce the cast time and mana cost of your next Soul Fire by 50%. Hand of Gul'dan damage over time and Wild Imp Firebolt damage have an 8% chance to trigger this effect at any health level. Chaos Wave damage will always trigger this effect.
Health Funnel	11		Sacrifices 12% of your maximum health over 6 sec to restore 36% of your summoned Demon's maximum health.
Demonic Leap	12		Leap into the air upon demonic wings, moving a short distance and activating Metamorphosis.
Soul Fire	13		Burn the enemy's soul, causing Fire damage and generating 30 Demonic Fury when not in Metamorphosis. Soul Fire always critically strikes and your critical strike chance increases its damage.
Life Tap	16		Restores mana at the cost of 15% of your maximum health.
Hand of Gul'dan	19		Strikes the target and all enemies within 6 yards for instant Shadowflame damage and additional Shadowflame damage and 12 Demonic Fury over 6 sec.
Chaos Wave	19		Replaces Hand of Gul'dan while in Metamorphosis. Hurls a wave of chaos to strike the target and all enemies within 6 yards, dealing Chaos damage and reducing movement speed by 50% for 6 sec.
Hellfire	22		Ignites the caster, causing Fire damage to yourself and Fire damage to all nearby enemies over 14 sec. Generates 10 Demonic Fury per second plus 3 Demonic Fury per second on secondary targets.
Immolation Aura	22		Replaces Hellfire while in Metamorphosis. Ignites the area surrounding the caster, causing Fire damage over 10 sec to all nearby enemies.
Wild Imps	32		Every 20 sec, you gain Demonic Calling, causing your Shadow Bolt, Soul Fire, and Touch of Chaos hits to summon a Wild Imp from the Twisting Nether. Each Wild Imp will cast 10 Firebolts before departing. Each Firebolt generates 5 Demonic Fury, and has a 8% chance to reduce the cast time and mana cost of your next Soul Fire by 50%.
Summon Felguard	42		Summons a Felguard under your command as a powerful melee combatant.
Dark Soul: Knowledge	84		Infuses your soul with demonic knowledge, increasing your mastery by 30% for 20 sec.
Demonic Tactics	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS



Every other level while leveling up to 100, you receive a boost to an existing ability called a Draenor Perk. You learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Name	Description
Empowered Demons	Grants your demon pets an additional 10% haste and 10% critical strike chance.
Enhanced Corruption	Your Corruption generates 1 additional Demonic Fury each time it deals damage.
Empowered Doom	Your Doom has an additional 20% critical strike chance.
Empowered Drain Life	Health gained from your Drain Life grows by 10% each time it heals you.

ROTATION

Single-target rotations are often used on bosses in PvE or when the Warlock wants to focus damage on a single player in PvP. Area of effect or AoE damage is usually provided by 1-2 spells that specialize in hitting many targets at once. Multi-target rotations involve ways to extend single-target-like damage to multiple targets at one time, perhaps by using a small AoE spell or a utility spell to spread single-target spells to other targets.

Single Target:

- Apply and maintain on the target: Corruption when you're in caster form and Doom when you're in demon form.
- Apply Hand of Gul'dan in caster form when you have charges available.
- Cast Soul Fire if Molten Core is active.
- Cast Shadow Bolt in caster form or Touch of Chaos in demon form if you have nothing else to do.
- If you use the Felguard or Wrathguard pets, remember to cast the Command Demon ability when possible.

Multi-Target Or AoE:

- Channel Hellfire in caster form. In demon form, Hellfire becomes an instant-cast self-buff Immolation Aura.
- Use Chaos Wave in demon form to provide burst AoE damage.
- Apply Corruption/Doom on multiple targets if needed.

Metamorphosis Tips:

- Try to time using Metamorphosis damage abilities with damage-increasing bonuses or buffs.
- To increase your damage done, save your Molten Core procs for demon form.
- To increase your Demonic Fury generation, save your Molten Core procs for caster form.

GROUP PLAY

In groups, Warlocks provide ranged DPS. Warlocks can create a Soulwell which allows party and raid members to conjure a Healthstone for self-healing in a fight. With the help of other party or raid members, Warlocks can summon other party or raid members to the Warlock's location. Warlocks have a resurrection ability in Soulstone, which works both in and out of combat. Demonic Gateway provides transport for groupmates over short distances. Warlock pets can provide a number of crowd control or lesser tanking abilities for the group's needs.

GROUP BUFFS

Warlocks provide the buff Dark Intent, which provides 10% spellpower and 5% multistrike to the group. The Warlock passive Blood Pact increases the stamina of all party and raid members by 10%. This does not stack with other stamina group buffs.

PREPARING FOR HIGH-END CONTENT

Intellect and Spellpower are paramount stats for Warlocks; the best gear sources of the two stats are weapons and trinkets. The passive secondary stat attunement for Demonology Warlocks is Demonic Tactics, which increases Mastery from all sources by 5%. Mastery and Haste are favored secondary stats. Mastery increases all damage done and Haste decreases cast times while increasing the rate of DoT ticks. Critical Strike, Multistrike, and Versatility can also increase damage done.

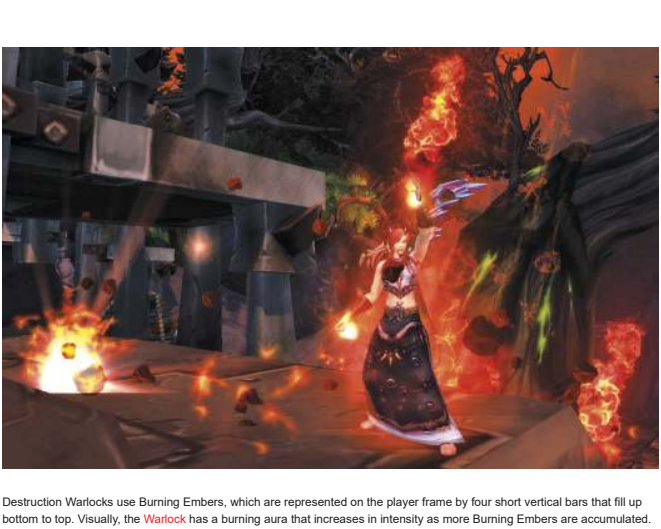
DESTRUCTION

Destruction Warlocks have a fire-based specialization with some key shadow spells retained to fit the Warlock class. There's only one true DoT in this specialization; the rest of the spellbook includes long casts that hit hard. Destruction Warlocks are great at two targets with the copycat spell Havoc, but they can also handle a large pack of enemies with Fire and Brimstone multiplying their ardent arsenal.

MASTERY: EMBERSTORM

Emberstorm increases the damage of Immolate, Incinerate, and Conflagrate, and also increases the damage or healing done by Burning Ember-consuming spells. The damage and healing bonus increases with mastery rating found in group buffs, consumables, and on gear.

SECONDARY RESOURCE



Destruction Warlocks use Burning Embers, which are represented on the player frame by four short vertical bars that fill up bottom to top. Visually, the Warlock has a burning aura that increases in intensity as more Burning Embers are accumulated. Cosmetic glyphs can affect the appearance of Burning Embers on the character. A Destruction Warlock can have zero to four full or partial Burning Embers at a time, but typically starts combat with one full Burning Ember.

Destruction alternates between generating Burning Embers in tenths of a bar and spending full embers on powerful abilities.

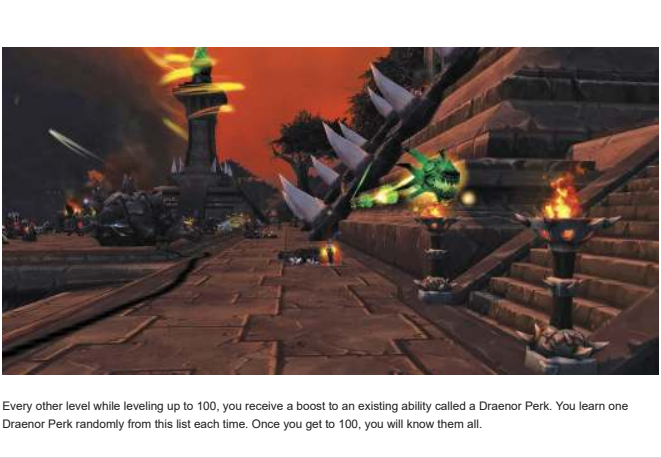
Generating Burning Embers: Incinerate, Conflagrate, Immolate, and Rain of Fire. These spells generate embers on damage dealt, multiplied by how many targets were hit. Critical strikes generate twice as many embers.

Spending Burning Embers: Chaos Bolt, Shadowburn, Ember Tap, Fire and Brimstone. Abilities that can be affected by Fire and Brimstone spend one full ember on cast and generate embers when they hit.

SPECIALIZATION ABILITIES

Name	Level	Icon	Description
Chaos Bolt	10		Unleashes a blast of chaos, causing Shadow damage. Chaos Bolt always critically strikes and your critical strike chance increases its damage.
Conflagrate	10		Target enemy instantly explodes, dealing Fire damage and generating Burning Embers. Targets afflicted by Immolate will have 50% reduced movement speed for 5 sec.
Incinerate	10		Replaces Shadow Bolt. Deals Fire damage to an enemy.
Immolate	12		Replaces Corruption. Burns the enemy for Fire damage and additional Fire damage over 15 sec. Immolate critical strikes generate Burning Embers.
Ember Tap	15		Heals for a percentage of your health.
Rain of Fire	21		Burns enemies in the area of effect for Fire damage over 6 sec, dealing 50% increased damage to targets affected by Immolate.
Havoc	36		Causes your next Chaos Bolt or three other single-target spells to also strike this target.
Shadowburn	47		Instantly blasts a target below 20% health for Shadow damage. Generates Burning Embers if the target dies within 5 sec.
Fire and Brimstone	54		While active causes your Immolate, Incinerate, and Conflagrate to consume a Burning Ember, hit all enemies within 10 yards of the target, and deal 35% of their normal damage.
Backdraft	69		When you cast Conflagrate, the cast time and mana cost of your next Chaos Bolt or next three Incinerates is reduced by 30%.
Flames of Xoroth	79		The flames of Xoroth instantly revive your last demon.
Dark Soul: Instability	84		Infuses your soul with unstable power, increasing your critical strike chance by 30% for 20 sec.
Devastation	90		You gain 5% more of the Critical Strike stat from all sources.

DRAENOR PERKS



Every other level while leveling up to 100, you receive a boost to an existing ability called a Draenor Perk. You learn one Draenor Perk randomly from this list each time. Once you get to 100, you will know them all.

Name	Description
Enhanced Chaos Bolt	The cast time on your Chaos Bolt is reduced by 0.5 sec.
Empowered Immolate	Your Immolate deals 100% additional damage when it initially strikes the target.
Improved Ember Tap	Your Ember Tap also heals your pet demon for 20% as much.
Enhanced Havoc	Reduces the cooldown of Havoc by 5 sec.

ROTATION

Single-target rotations are often used on bosses in PvE or when the Warlock wants to focus damage on a single player in PvP. Area of effect or AoE damage is usually provided by 1-2 spells that specialize in hitting many targets at once. Multi-target rotations involve ways to extend single-target-like damage to multiple targets at one time, perhaps by using a small AoE spell or a utility spell to spread single-target spells to other targets.

Single Target:

- Apply and maintain Immolate on the target.
- Cast Conflagrate to generate 3 charges of Backdraft.
- Cast Incinerate to consume Backdraft, or as needed to generate Burning Embers.
- Cast Chaos Bolt when you have at least one Burning Ember and the target's health is above 20%.
- Cast Shadowburn when you have at least one Burning Ember and the target's health is below 20%.

Multi-Target Or AoE:

- Cast Rain of Fire to hit targets in a specific area.
- Use Fire and Brimstone if you have at least one Burning Ember with Immolate, Incinerate, or Conflagrate to hit all targets near your primary target with the selected spell.
- Cast Havoc on one target other than your primary target to duplicate 1 Chaos Bolt or 3 combined casts of Incinerate, Immolate, Conflagrate, or Shadowburn.

Burning Ember Tips:

- Generate up to and stay between 3 and 4 Burning Embers in periods of normal casting. When damage bonuses from trinkets or special buffs occur, you can then cast a string of your most powerful spells to get the best damage increase.
- You can cast Rain of Fire in multiple areas simultaneously to build up embers faster.
- Using Fire and Brimstone with 5 or more targets generally nets you embers instead of spending them.

GROUP PLAY

In groups, Warlocks provide ranged DPS. Warlocks can create a Soulwell which allows party and raid members to conjure a Healthstone for self-healing in a fight. With the help of other party or raid members, Warlocks can summon other party or raid members to the Warlock's location. Warlocks have a resurrection ability in Soulstone, which works both in and out of combat. Demonic Gateway provides transport for groupmates over short distances. Warlock pets can provide a number of crowd control or lesser tanking abilities for the group's needs.

GROUP BUFFS

Warlocks provide the buff Dark Intent, which provides 10% spellpower and 5% multistrike to the group. The Warlock passive Blood Pact increases the stamina of all party and raid members by 10%. This does not stack with other stamina group buffs.

PREPARING FOR HIGH-END CONTENT

Intellect and Spellpower are paramount stats for Warlocks; the best gear sources of the two stats are weapons and trinkets. The passive secondary stat attunement for Destruction Warlocks is Devastation, which increases Critical Strike from all sources by 5%. Critical Strike and Mastery are favored secondary stats. Critical Strike increases Burning Ember generation and the damage of Chaos Bolt specifically, and Mastery increases damage done. Multistrike, Versatility, and Haste can also increase damage done.

WARLOCK PETS

A Warlock can have one permanent or controlled pet by his side. All Warlocks have four basic pets (imp, voidwalker, succubus, and felhunter) and Demonology Warlocks obtain one extra basic pet (the Felguard). The level 100 talent Demonic Servitude transforms the Infernal and Doomguard into controllable pets, complete with their own sets of abilities. The level 75 Grimoire talents affect pet abilities and power.

A Warlock can have one or many temporary or uncontrollable pets by his side during combat. All Warlocks can use an untalented Infernal or Doomguard as a DPS cooldown, and Demonology Warlocks will see Wild Imps shooting Firebolts at will. The Grimoire of Service summoned pets also act on their own for their duration.

All pets take greatly reduced damage from AoE effects, but can be crowd controlled or focused down by single-target attacks. All pets use the Fel Energy resource.

IMP

Imps are ranged caster pets that provide healing and defensive dispel utility.

Ability	Level	Icon	Description
Fire Bolt	1		Deals Fire damage to a target.
Flee	33		Escapes to the Master. Flee removes all stuns and roots.
Cauterize Master	56		Burns the Master's wounds, dealing a small amount of damage, then restoring 8% health over 12 sec.
Singe Magic	68		Burns harmful magic off the target, removing 1 harmful spell from a friend. Auto-Cast: Cast upon Master when he is unable to cast spells due to a magic effect.

FEL IMP

Fel Imps replace Imps when Grimoire of Supremacy is chosen. A couple of Imp abilities are upgraded for the Fel Imp in the following table.

Ability	Level	Icon	Description
Felbolt	75		Replaces Fire Bolt. Deals Fire damage to a target.
Sear Magic	75		Replaces Singe Magic. Burns harmful magic off the target, removing 1 harmful spell from up to 3 friends within 15 yards of the target. Auto-Cast: Cast upon Master when he is stunned, silenced, polymorphed or feared by a magic effect.

VOIDWALKER

The voidwalker is a sturdy tank-like pet that can take big hits and taunt enemies.

Ability	Level	Icon	Description
Threatening Presence	10		Intimidates any target it attacks, increasing its threat generation. Auto-Cast: Always keep this effect active.
Torment	10		Torments the target's soul, dealing Shadowstrike damage.
Void Reflexes	10		Life in the Twisting Nether has made this demon particularly agile, increasing their chance to dodge and parry by 10%.
Suffering	15		The Voidwalker taunts the target to attack it, and increases threat that it generates against the target for 5 sec. Auto-Cast: Taunts the current target if it is not attacking the Voidwalker and taunts any target who attacks its master.
Shadow Shield	28		Encases the Voidwalker in shadow energy, reducing physical damage taken by 60% for 30 sec. Each time the Voidwalker is struck, a blast of Shadow damage is released, reducing the power of Shadow Shield by 20%. Auto-Cast: Use this ability when being attacked.
Shadow Bulwark	55		Temporarily grants the Voidwalker 30% of their maximum health for 20 sec. Auto-Cast: Use this ability when below 20% health.

VOIDLORD

Voidlords replace Voidwalkers when Grimoire of Supremacy is chosen. A Voidwalker ability is upgraded for the Voidlord in the following table.

Ability	Level	Icon	Description
Anguish	75		Replaces Torment. Torments the target's soul, dealing Shadowstrike damage.
Void Shield	75		Replaces Shadow Shield. Encases the Voidlord in shadow energy, reducing damage taken by 60% for 30 sec. Each time the Voidlord is struck, a blast of Shadow damage is released, reducing the power of Void Shield by 20%. Auto-Cast: Use this ability when being attacked.

SUCCUBUS

Succubi are semi-ranged pets that bring crowd control and knockback utility.

Ability	Level	Description
Lash of Pain	20	An instant attack that lashes the target, causing Shadow damage.
Seduction	26	Seduces the target, disorienting them for up to 30 sec. Any damage caused will remove the effect. Only works against Humanoids. Auto-Cast: Cast upon targets who attack, stun, silence or fear their master.
Lesser Invisibility	33	Gives the Succubus Lesser Invisibility for up to 5 min. This spell can only be used out of combat. Auto-Cast: Reapply when the Succubus leaves combat.
Whiplash	56	Deals Shadow damage and instantly knocks back all enemies within 5 yards.

SHIVARRA

Shivarra replace Succubi when Grimoire of Supremacy is chosen. A few Succubus abilities are upgraded for the Shivarra in the following table.

Ability	Level	Icon	Description
Bladedance	75		Replaces Lash of Pain. An instant attack that lashes the target, causing Shadow damage.
Mesmerize	75		Replaces Seduction. Mesmerizes the target, disorienting them for up to 30 sec. Any damage caused will remove the effect. Works against Humanoids, Beasts, Dragonkin, Giants, Mechanical and Undead targets. Auto-Cast: Cast upon targets who attack, stun, silence or fear their master.
Fellash	75		Replaces Whiplash. Deals Shadow damage and instantly knocks back all enemies within 5 yards.

FELHUNTER

Felhunters are melee pets that bring interrupt and offensive dispel utility.

Ability	Level	Icon	Description
Shadow Bite	29		Bite the enemy, causing Shadow damage.
Devour Magic	38		Purges 1 beneficial magic effect from an enemy. If an effect is devoured, the Felhunter will be healed and gain 60 Fel Energy. Auto-Cast: Use on the Felhunter's current target.
Spell Lock	50		Counter an enemy's spellcast, preventing any spell from that school of magic from being cast for 6 sec.

OBSERVER

Observers replace Felhunters when Grimoire of Supremacy is chosen. A few Felhunter abilities are upgraded for the Observer in the following table.

Ability	Level	Icon	Description
Tongue Lash	75		Replaces Shadow Bite. Lick the enemy, causing Shadow damage.
Clone Magic	75		Replaces Devour Magic. Steals 1 beneficial magic effect from an enemy. If an effect is stolen, the Observer will be healed and gain 60 Fel Energy.
Optical Blast	75		Replaces Spell Lock. Blasts the enemy with lasers, dealing Shadow damage. If used on a casting target, it will counter the enemy's spellcast, preventing any spell from that school of magic from being cast for 6 sec.

FELGUARD

The Felguard is a Demonology-only melee pet that provides damage and stun utility, as well as generating a lot of threat against a target.

Ability	Level	Icon	Description
Legion Strike	42		A sweeping attack that does 130% of the Felguard's weapon damage divided among all targets within 6 yards. The Felguard's current target is also wounded, reducing the effectiveness of any healing received by 10% for 6 sec. Demonology masters gain Demonic Fury.
Threatening Presence	42		Intimidates any target it attacks, increasing its threat generation. Auto-Cast: Always keep this effect active.
Void Reflexes	42		Life in the Twisting Nether has made this demon particularly agile, increasing their chance to dodge and parry by 10%.
Axe Toss	42		The Felguard hurls his weapon, stunning the target for 4 sec.
Felstorm	45		The Felguard recklessly swings its weapon, striking all nearby targets within 8 yards for 100% weapon damage every 1 sec for 6 sec. The Felguard cannot perform any other abilities during Felstorm.

WRATHGUARD

Wrathguards replace Felguards when Grimoire of Supremacy is chosen. A couple of Felguard abilities are upgraded for the Wrathguard in the following table.

Ability	Level	Icon	Description
Dual Wield	75		Allows weapons to be equipped in the off-hand.
Mortal Cleave	75		Replaces Legion Strike. A sweeping attack that does 195% of the Wrathguard's weapon damage divided among all targets within 6 yards. The Wrathguard's current target is also wounded, reducing the effectiveness of any healing received by 25% for 6 sec. Demonology masters gain Demonic Fury.
Wrathstorm	75		Replaces Felstorm. The Wrathguard recklessly swings its weapon, striking all nearby targets within 8 yards every 1 sec for 6 sec. The Wrathguard cannot perform any other abilities during Wrathstorm.

DOOMGUARD

The Doomguard is normally a temporary ranged caster pet that shoots a shadow damage spell at its target. When the level 100 talent Demonic Servitude is selected, Doomguards are controllable and gain extra crowd-controlling abilities.

Ability	Level	Icon	Description
Doom Bolt	100		Sends a shadowy bolt at the enemy, causing Shadow damage. Deals 20% additional damage to targets below 20% health. Demonology masters gain 6 Demonic Fury.
Cripple	100		Cripples the target, reducing movement speed by 80% for 30 sec (4 sec in PvP).
Shadow Lock	100		Counter an enemy's spellcast, preventing any spell from that school of magic from being cast for 6 sec.

TERRORGUARD

Terrorguards replace Doomguards when Grimoire of Supremacy is chosen. One Doomguard ability is upgraded for the Terrorguard in the following table.

Ability	Level	Icon	Description
Debilitate	100		Replaces Cripple. Debilitates the target, rooting them for 30 sec (4 sec in PvP). Damage caused may interrupt this effect.

INFERNAL

The Infernal is normally a temporary melee-ish caster pet that stuns and deals AoE damage to a specific area. When the level 100 talent Demonic Servitude is selected, Infernals are controllable and gain extra tank-like abilities.

Ability	Level	Icon	Description
Burning Presence	100		Intimidates any target it attacks, increasing its threat generation. Also increases chance to dodge and parry by 10% and reduces physical damage taken by 20%. Auto-Cast: Always keep this effect active.
Torch Magic	100		Purges 1 beneficial magic effect from an enemy, or burns away 1 harmful magic effect from an ally. Auto-Cast: Use on the Infernal's current target.
Seethe	100		The Infernal taunts the target to attack it, and increases threat that it generates against the target for 5 sec. Auto-Cast: Taunts the current target if it is not attacking the Infernal and taunts any target who attacks its master.
Meteor Strike	100		The Infernal releases a powerful burst of flames, dealing Fire damage to nearby targets, and stunning them for 2 sec.

ABYSSAL

Abyssals replace Infernals when Grimoire of Supremacy is chosen. One Infernal ability is upgraded for the Abyssal in the following table.

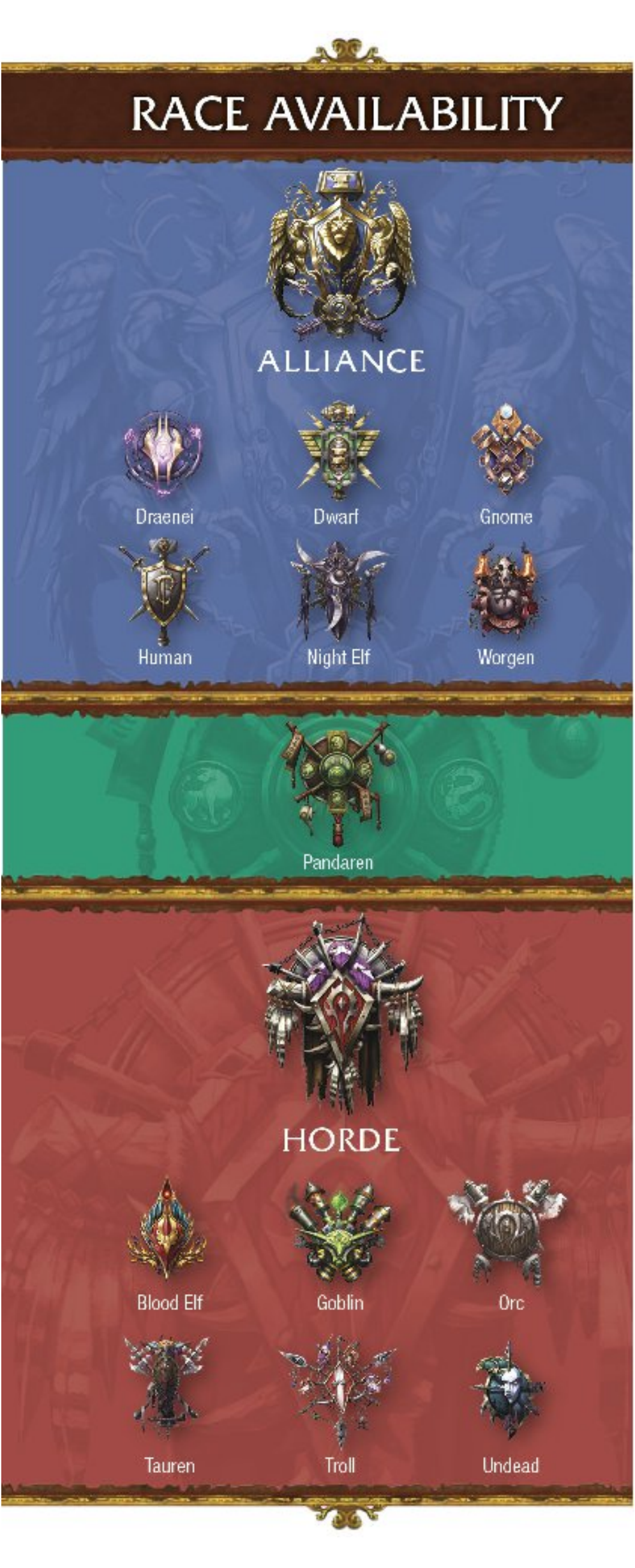
Ability	Level	Icon	Description
Blaze Magic	100		Replaces Torch Magic. Purges 1 beneficial magic effect from an enemy and 2 additional nearby enemies, or burns away 1 harmful magic effect from an ally and 2 additional nearby allies. Auto-Cast: Use on the Abyssal's current target.

COMMAND DEMON

Command Demon is a transformative action button that will let the Warlock activate a specific pet ability from the player action bar. The ability changes depending on the demon summoned and whether Grimoire of Sacrifice is active or not.

Pet	Active	Sacrificed
Imp	Cauterize Master	Singe Magic
Voidwalker	Suffering	Shadow Bulwark
Succubus	Whiplash	Whiplash
Felhunter	Spell Lock	Spell Lock
Felguard	Felstorm	Pursuit
Doomguard	Shadow Lock	Shadow Lock
Infernal	Meteor Strike	Meteor Strike

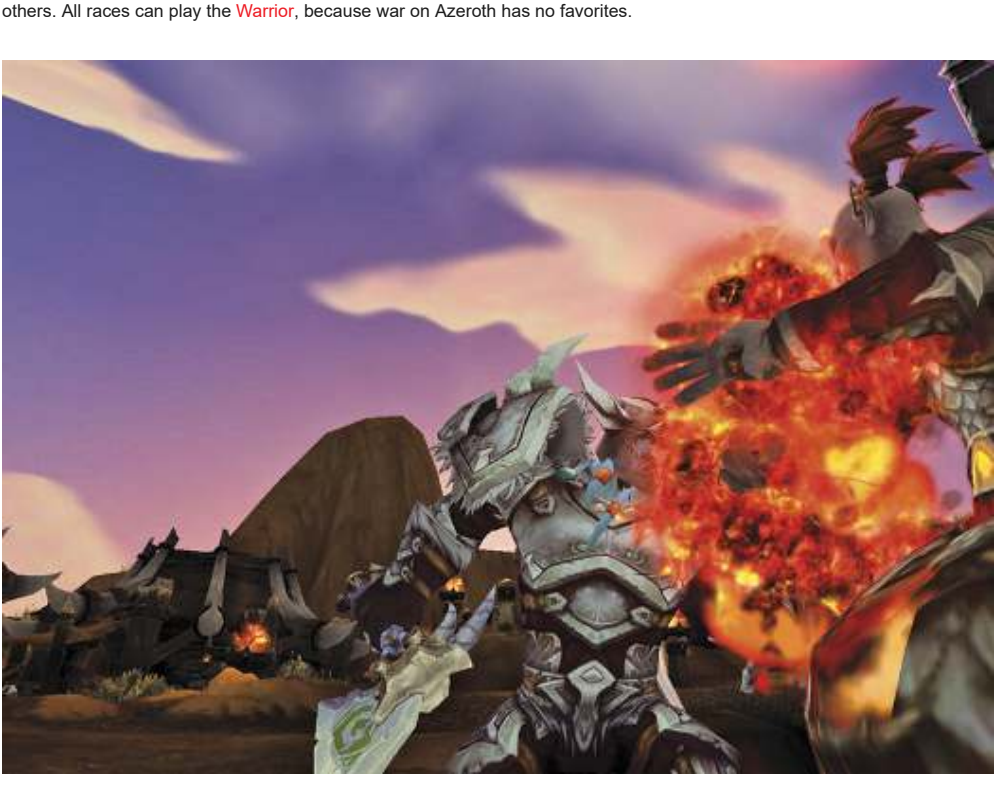
Supremacy Pet	Active
Fel Imp	Cauterize Master
Voidlord	Suffering
Shivarra	Fellash
Observer	Optical Blast
Wrathguard	Wrathstorm
Terrorguard	Shadow Lock
Abyssal	Meteor Strike



WARRIOR

The Warrior is the highly armored terror of the battlefield. Capable of dealing out devastation with two melee weapons, mastering the discipline of a single weapon, or strapping on a shield and weapon in order to defend others, the Warrior is a combatant plain and simple—war and the weapons and armor used to wage it are its beginning and its end. The Warrior leaps and charges into combat, using its chosen combat style (whether it be the armored, shielded juggernaut; the furious berserker with two weapons; or the man at arms who prefers the discipline of steel) to deal out destruction to its enemies.

Warriors are pure melee fighters. Aside from a few tricks, they lack ranged damage and seek always to get into melee range as quickly as possible. Within this limitation, however, Warriors are flexible, able to bring their weapons to bear as damage dealing (DPS) or tanks, who hold enemy attention on themselves for the good of others. All races can play the Warrior, because war on Azeroth has no favorites.



BOOSTING TO LEVEL 90

The Warriors main resource is Rage, which starts at zero and is generated by damage dealt, stance, Charge, or entering an enrage state.

There are three Warrior specializations. Arms is a damage dealing specialization based around the mastery and use of a single two-handed weapon. Fury is also a damage dealer, but one that revolves around the use of two weapons in combat. These can be one- or two-handed weapons (a Fury Warrior is the only class specialization in the game that can use more than one two-handed weapon). Finally, Protection is a tanking spec, aimed at safeguarding others by keeping attackers focused on the Warrior. Each Warrior specialization has its own unique style.

Warriors wear plate armor and can use any weapon in the game, but get the most benefit from items with strength on them. A weapon or piece of gear with agility on it is not a good choice for a Warrior.

Warriors generate their resources (Rage) through combat. As long as a Warrior is in combat, they can generate Rage—they are only limited by their attacks.

Warriors have an attack named Victory Rush. Every time the Warrior kills an enemy near or above their own power level, Victory Rush will heal them for a portion of their health.

CLASS ABILITIES AND RESOURCES

STANCES

Warriors are defined by their Stances. All Warriors have access to two stances, which vary depending on talent choices. All Arms and Fury Warriors will have Battle and Defensive Stance, while Protection Warriors will have either Battle or Gladiator Stance (but not both) and Defensive Stance. Both Battle and Gladiator Stance are damage-dealing stances, designed to generate high rage and be used when the Warrior wants to inflict as much damage as possible. Defensive Stance is a tanking stance, designed to help the Warrior keep the attention of enemies while staying alive as long as possible.

RAGE

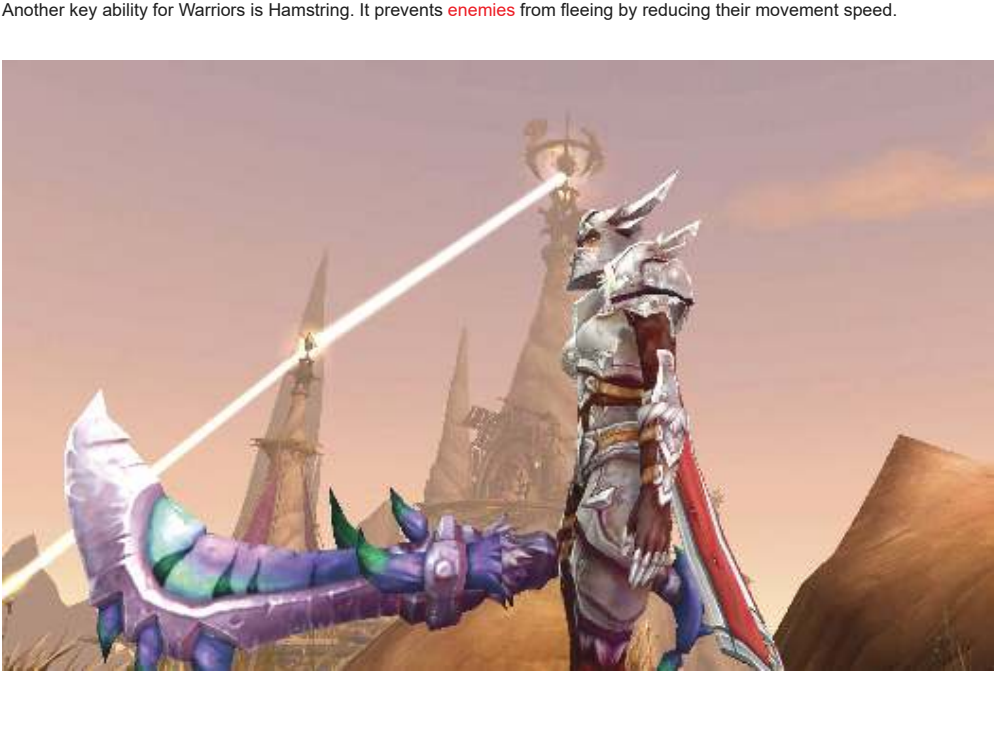
The Warrior class is based around melee combat. Warriors generate their main resource (Rage) via attacking or being in combat (depending on specialization and stance), as well as from specific attacks. Rage for Warriors doesn't work the same way as Mana or Energy—Rage starts at zero for the Warrior, who then has a variety of ways to generate it during combat.

Charge allows a Warrior to quickly close the gap on a target, and it also generates Rage. It is the primary way for a Warrior to enter combat and immediately generate some Rage, as well as get into the thick of battle as soon as possible. In addition, Warriors may also Intervene to a friendly player, which acts similarly to Charge, but also allows the Warrior to take the next attack for their Intervene target.

SHOUTS

Warriors have several Shouts. Battle Shout adds to a Warrior's attack power, or the Warrior's entire party or raid group. Commanding Shout increases the Warrior's stamina and that of the entire party or raid as well. Each Warrior can only have the benefits of one Shout up for a group at a time. Protection Warriors also have access to Demoralizing Shout, which reduces the damage enemies do to the Warrior while it is up.

Another key ability for Warriors is Hamstring. It prevents enemies from fleeing by reducing their movement speed.



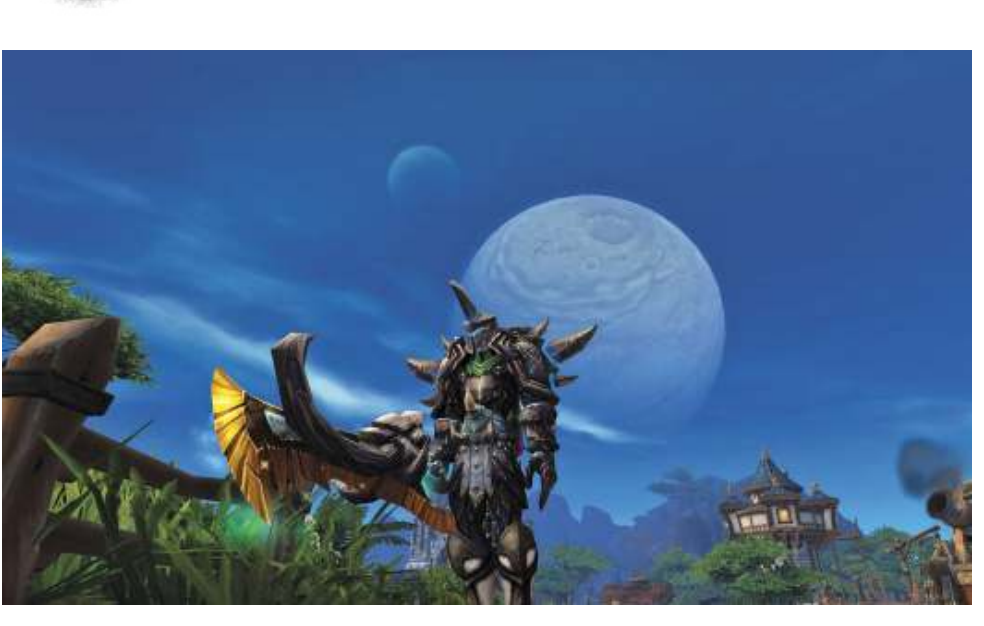
NON-SPECIALIZATION ABILITIES

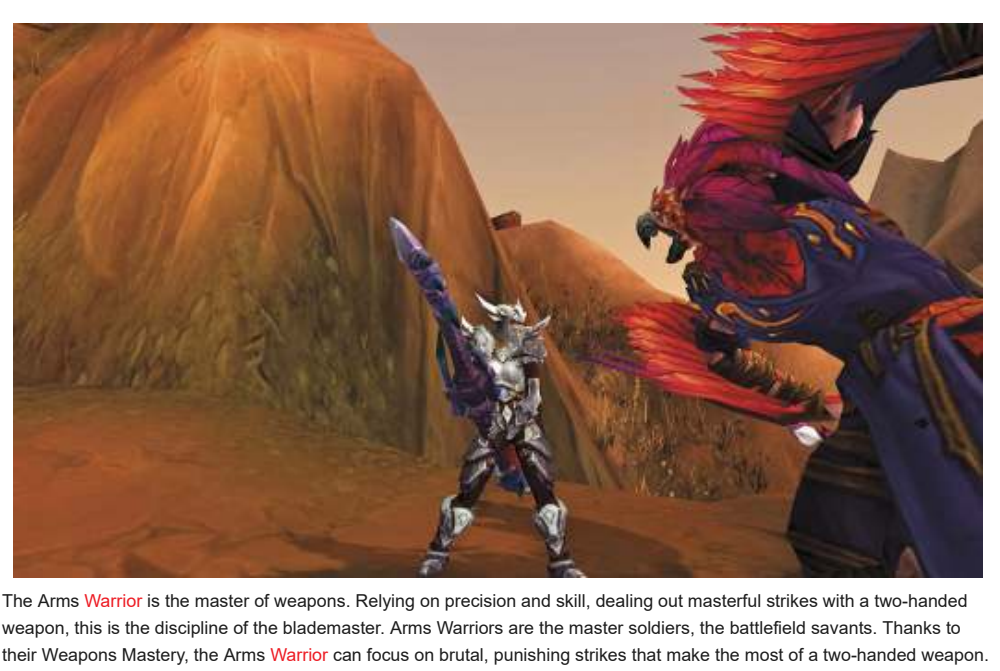
Name	Level	Icon	Description
Battle Stance	1		An aggressive combat stance that generates rage from autoattacks.
Block	1		When using a shield, gives a chance to block enemy attacks.
Heroic Strike	1		Instantly deals 105% weapon damage. This attack is not on the global cooldown.
Parry	1		When using a melee weapon, gives a chance to parry enemy attacks.
Charge	3		Charge to an enemy, rooting it for 1.50 sec. Generates 20 Rage.
Victory Rush	5		Instantly attack the target, causing damage and healing you for 15% of your maximum health. Can only be used within 20 sec after you kill an enemy that yields experience or honor.
Defensive Stance	9		A tanking combat stance that increases threat generation and reduces damage taken by 20%. Also generates 1 Rage every 3 seconds while in combat.
Taunt	12		Taunts the target to attack you and increases threat that you generate against the target for 3 sec. Using this ability in Battle Stance activates Defensive Stance.
Headlong Rush	15		Haste now reduces your global cooldown, and the cooldown of Thunder Clap and either Shield Slam, Mortal Strike or Bloodthirst depending on spec.
Heroic Throw	22		Throw your weapon at a target, generating high threat and 50% Physical damage.
Pummel	24		Interrupts spellcasting as well as preventing any spell in that school from being cast for 4 seconds.
Hamstring	36		Maims the enemy for Physical damage, reducing movement speed by 50% for 15 sec.
Battle Shout	42		Increases the attack power of all raid and party members within 100 yards by 10% for 1 hour. Targets may only have one Shout active on them per Warrior.
Intimidating Shout	52		Causes the targeted enemy to cower in fear, and up to 5 additional enemies with 8 yards to flee. Targets are disoriented for 8 sec.
Berserker Rage	54		This ability grants immunity to all Fear, Sap and Incapacitate effects for 6 seconds.
Spell Reflection	60		Raise your shield, reflecting the next spell cast on you. Lasts 5 sec.
Commanding Shout	68		Increases the Stamina of all raid and party members within 100 yards by 10% for 1 hour. Targets may only have one Shout active on them per Warrior.
Intervene	72		Run at high speed toward an ally within 25 yards, intercepting the next melee or ranged attack within 10 sec while the target remains within 10 yards.
Shield Barrier	81		Raise your shield, absorbing damage for the next 6 sec. Consumes up to 40 additional Rage to increase the amount absorbed.
Heroic Leap	85		Leap through the air toward a targeted location, slamming down with destructive force to deal Physical damage to all enemies within 8 yards.

TALENTS

Talent	icon	Description	Notes
Level 15 Tier			
Juggernaut		You can Charge every 12 seconds instead of every 20 seconds.	This is a solid mobility boost for a Warrior.
Double Time		You can use Charge twice in a row, but it can only grant Rage once every 12 sec. Each use has a 20 second recharge time.	This is similar to Juggernaut, but appeals more for Warriors who want or need to use Charge in quick succession.
Warbringer		Your Charge now stuns its target for 1.50 sec instead of rooting it.	Useful for players who use Charge as an interrupt or to prevent initial attacks.
Level 30 Tier			
Enraged Regeneration		Instantly heals you for 10% of your maximum health, and another 20% over 5 seconds. Usable when stunned.	A good option for PvP healing, since it's not dependent on you making attacks and can be used when stunned. Also strong in PvE as a mini-survival cooldown.
Second Wind		When you are below 35% health, you gain 10% leech, healing yourself for a percentage of damage you deal.	A good option for soloing older content, but harder to use in PvP or other situations where you lose control of your character.
Impending Victory		Instantly attacks a target, causing damage and healing you for 15% of your maximum health. Killing an enemy that yields experience or honor resets the cooldown of Impending Victory. Replaces Victory Rush.	A very solid choice for leveling and soloing, as it gives you a solid chunk of healing on a reliable 30 second cooldown. Like Second Wind, it is reliant on being able to attack.
Level 45 Tier			
Taste for Blood (Arms)		Each time Rend deals damage, you gain 3 Rage.	Useful for rage generation and to make keeping Rend on a target more rewarding.
Furious Strikes (Fury)		Wild Strike costs 25 less Rage.	This allows Fury Warriors to squeeze in more Wild Strikes as a Rage spending attack.
Sudden Death		Your autoattack hits have a 20% chance to make your next Execute cost no initial Rage and be usable on any target regardless of health level.	A universal talent increasing the utility of Execute.
Slam (Arms)		Slam an opponent, causing 100% Physical damage. Each consecutive use of Slam increases the damage by 50% and the Rage cost by 100%, stacking up to 2 times for 2 seconds.	A solid attack with the potential to scale upwards and increase Arms' burst potential.
Unquenchable Thirst (Fury)		Bloodthirst no longer has a cooldown.	Bloodthirst is the Rage generation attack for Fury Warriors. This talent makes Rage easier to attain.
Heavy Repercussions (Protection)		Shield Slam deals 30% additional damage while Shield Block or Shield Charge is active.	A solid means to increase your damage output while using defensive abilities.
Unyielding Strikes (Protection)		Devastate reduces the Rage cost of Heroic Strike by 5 for 5 sec, stacking up to 6 times. Once this effect reaches 6 applications, its duration will no longer refresh.	Especially useful for reducing the Rage cost of threat generation or offensive output.
Level 60 Tier			
Storm Bolt		Hurls your weapon at an enemy, causing 60% Physical damage and stunning for 4 sec. Deals quadruple damage to targets permanently immune to stuns.	A solid attack, with both PvP and PvE applications due to its stun and its increased damage against things resistant to stuns (most bosses), this is your best single target choice.
Shockwave		Sends a wave of force in a frontal cone, causing damage and stunning all enemies within 10 yards for 4 sec. Cooldown reduced by 20 sec if it strikes at least 3 targets.	An excellent talent for controlling large groups, with its 4 second stun and ability to be targeted to a degree.
Dragon Roar		Roar explosively, dealing damage to all enemies within 8 yards and knocking them back and down for 0.50 sec. Damage ignores all armor and is always a critical strike.	A very useful AoE damage ability, it's also good for single target thanks to the damage ignoring armor and always being a critical strike.
Level 75 Tier			
Mass Spell Reflection		Reflects the next spell cast on you and on all party and raid members within 20 yards for 5 sec. Replaces Spell Reflection.	Potentially the best choice for a non-tank player, as it allows the use of Spell Reflection without a shield and extends its effect to many allies near you.
Safeguard		Run at high speed toward a party or raid member, intercepting the next melee or ranged attack made against them, reducing damage taken by them by 20% for 6 sec. Replaces Intervene.	A very solid choice for a tank who expects to have to switch a target between her/himself and another tank. Also useful for DPS to help save a tank from a big damage spike.
Vigilance		Protect a party or raid member for 12 sec, reducing damage they take by 30% and allowing you to use Taunt with no cooldown.	Useful for either a tank who wants to be sure to be able to taunt off of someone or a DPS who just wants to reduce how much damage another player is going to take.
Level 90 Tier			
Avatar		Transform into a colossus for 24 sec, dealing 20% increased damage and removing all roots and snares.	A combination of a damage increase cooldown and a root/snare clearing cooldown, very useful for PvP.
Bloodbath		For the next 12 sec, your melee damage abilities and their multistrikes deal 30% additional damage as a bleed over 6 sec. While bleeding, targets move 50% slower.	This ability is a good choice for a damage cooldown because of its relatively short 1 minute cooldown. It's especially good in heavy AoE situations.
Bladestorm		Become an unstoppable storm of destructive force, striking all targets within 8 yards for 120% Physical damage every 1 sec for 6 sec. You are immune to movement impairing and loss of control effects, but can only use Taunt and other defensive abilities.	A very solid AoE damage ability, but useless for single-target damage, whereas the other two talents have uses in both situations.
Level 100 Tier			
Anger Management		Every 30 rage that you spend reduces the remaining cooldown of several of your abilities by 1 sec: Avatar, Bloodbath, Bladestorm, Storm Bolt, Shockwave, Dragon Roar, Mocking Banner, Heroic Leap, Recklessness, Die by the Sword, Shield Wall, Demoralizing Shout and Last Stand.	The exact abilities that Anger Management affects depend on specialization. It's a strong ability for allowing you to control the pace of your cooldowns.
Ravager		Throw a whirling axe at the target location that inflicts damage to enemies within 6 yards every 1 sec. Lasts 10 sec. Also increases your chance to parry by 30% for 11 sec. (Protection only)	A good AoE damage ability, if you lack other AoE talents/attacks like Bladestorm.The parry makes it attractive as a tanking mini-cooldown.
Siegebreaker (Arms and Fury)		Use your full strength to slam the target with your weapon, dealing 300% damage, and knocking them back and down for 1 sec. Replaces Intimidating Shout.	A solid combination of damage and single-target crowd control, useful for both PvP and PvE.
Gladiator's Resolve (Protection)		Increases the damage reduction provided by Defensive Stance by 5%. Also allows you to forgo your defensive role, and instead focus only on offensive capabilities, by replacing Battle Stance with Gladiator Stance.	Gladiator Stance is a means for a Protection Warrior to become a damage dealer instead of a tank while still using the weapon and shield playstyle of a Protection Warrior.

ARMS





The Arms Warrior is the master of weapons. Relying on precision and skill, dealing out masterful strikes with a two-handed weapon, this is the discipline of the blademaster. Arms Warriors are the master soldiers, the battlefield savants. Thanks to their Weapons Mastery, the Arms Warrior can focus on brutal, punishing strikes that make the most of a two-handed weapon. Arms has a varied toolkit, and can make good use of it in situations when fighting multiple opponents, as well as when fighting a single target. Flexibility and control are the highlights of the Arms Warrior in battle. Unlike Fury, Arms is exclusively about the use of a single two-handed weapon, and it eschews the weapon and shield dreadnaught approach of Protection for raw offense.

MASTERY: WEAPONS MASTER
Increases the damage of your Mortal Strike, Colossus Smash, and Execute abilities by 20%.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Execute	10		Attempt to finish off a foe, causing 150% Physical damage to the target, and consuming up to 30 additional Rage to deal up to 300% additional damage. Only usable on enemies that have less than 20% health.
Rend	10		Wounds the target, causing bleed damage over 18 sec, and a final burst of bleed damage when the effect expires.
Mortal Strike	10		A vicious strike that deals 215% Physical damage and reduces the effectiveness of healing on the target for 10 sec. Replaces Heroic Strike.
Seasoned Soldier	10		While wielding a two-handed melee weapon, all damage dealt is increased by 10%.
Thunder Clap	14		Blasts all enemies within 8 yards for damage and reduces their movement speed by 50% for 6 sec.
Whirlwind	26		In a whirlwind of steel you attack all enemies within 8 yards, causing 200% Physical damage with your main-hand weapon to each enemy.
Plate Specialization	50		Increases your Strength by 5% while wearing only Plate armor.
Die by the Sword	56		Increases your parry chance by 100% and reduces damage taken by 20% for 8 sec.
Sweeping Strikes	60		Your melee attacks strike an additional nearby opponent for 50% damage. Lasts 10 sec. Using this ability in Defensive Stance activates Battle Stance.
Inspiring Presence	80		You inspire all nearby party and raid members, granting 3% Versatility.
Colossus Smash	81		Smashes a target for 140% Physical damage and causes your attacks to bypass all of their armor for 6 sec. Bypasses less armor on players. Using this ability in Defensive Stance activates Battle Stance.
Rallying Cry	83		Temporarily grants you and all party or raid members within 30 yards 15% increase to maximum health for 10 sec. After this effect expires, the health is lost.
Recklessness	87		Grants your special attacks an additional 15% chance to critically strike and increases your critical strike damage by 10%. Lasts 10 sec. Using this ability in Defensive Stance activates Battle Stance.
Weapon Mastery	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Enhanced Rend	Each of your autoattacks causes additional Physical damage from your Rend on the target.
Enhanced Sweeping Strikes	Sweeping Strikes now lasts 5 sec longer.
Improved Die by the Sword	Increases the damage reduction from Die by the Sword by 10%
Improved Recklessness	Increases your Critical Strike Chance while Recklessness is active by an additional 15%.

ROTATION

For Arms Warriors, you have two main elements to consider. You should get Rend up on a target and keep it up. Next, you want to hit Colossus Smash whenever it is up.

- First, if possible, use Charge to generate Rage.
- Next, hit Rend, as it is bleed damage and not affected by armor. You must reapply Rend at least once every 18 seconds.
- Use Colossus Smash next, if possible, as it allows you to ignore all armor for six seconds.
- Use Mortal Strike, Arms' heaviest attack, next. Use this as soon as it comes up again, on cooldown.
- There are certain talents you may have taken, such as Storm Bolt or Slam. If you have one or both of these, use them during the Colossus Smash debuff if at all possible.
- Finally, if you have nothing else to spend Rage on, use Whirlwind and avoid capping Rage.
- When fighting multiple enemies at once, work Sweeping Strikes into your rotation, and prioritize Whirlwind above attacks like Storm Bolt or Slam (or even Rend). Also use talents like Dragon Roar, Shockwave, or Bladestorm when in a fight with multiple enemies. This is called AoE (Area of Effect) damage.

GROUP PLAY

An Arms Warrior is a damage player, and your role in a group is simply to deal damage to your enemies—you use your weapons and attacks to help your group destroy attackers.

Stand behind a target when in a group. Your job is to avoid as much damage as possible while still performing your attacks, letting the healers focus as much as possible on the tank or tanks.

Against multiple targets, use specific abilities that hit multiple targets at once in order to do as much damage to them all as possible.

GROUP BUFFS

Arms Warriors automatically provide Inspiring Presence, giving all nearby party or raid members 3% Versatility. This increases all damage dealt and decreases damage taken. In addition, Arms Warriors have either Battle Shout to add attack power or Commanding Shout to add Stamina. Only one shout may be active from one Warrior at a time.

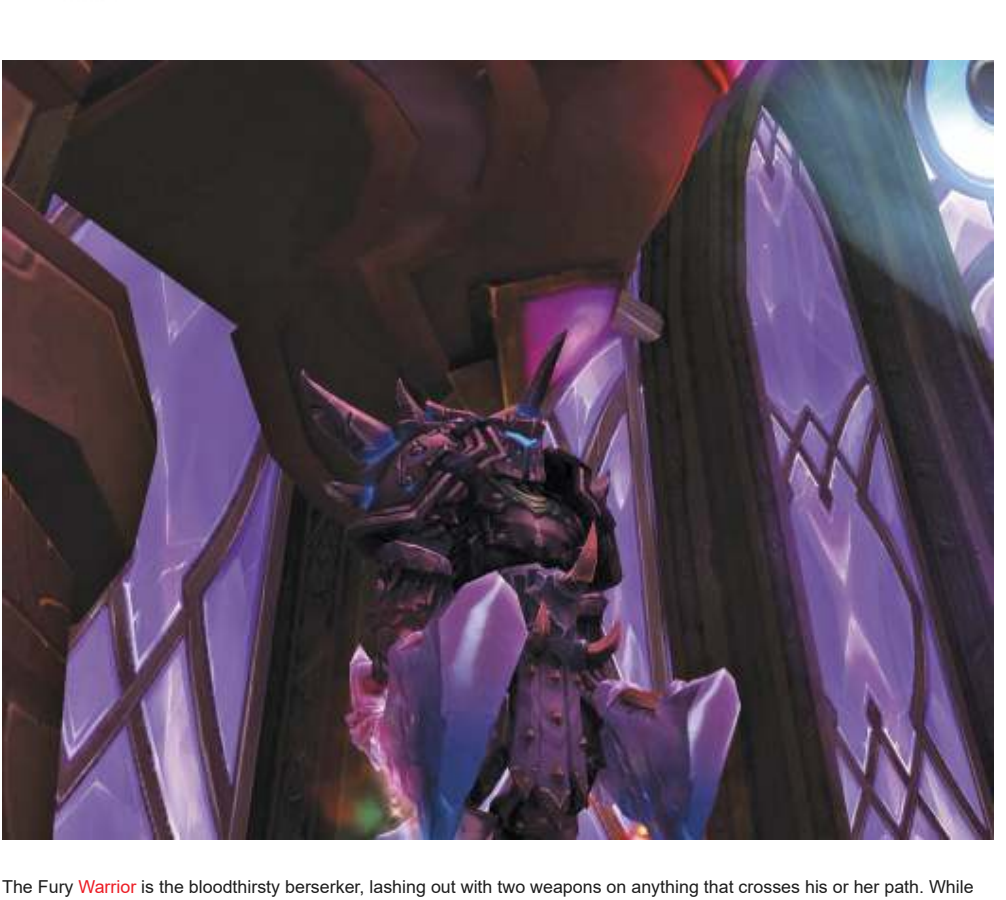
Arms Warriors also provide Rallying Cry, which raises the health of all party or raid members within 30 yards by 15% for 10 seconds.

PREPARING FOR HIGH-END CONTENT

Gear in Warlords of Draenor is more flexible than in previous expansions, but it still bears repeating that Arms Warriors value Strength over Agility or Intellect. If a piece of gear does not have Strength for whatever reason, it is not as useful for damage output as a piece that does.

Arms Warriors value Mastery, Haste, Crit, Multistrike, and Versatility on gear, in that order.

FURY



The Fury Warrior is the bloodthirsty berserker, lashing out with two weapons on anything that crosses his or her path. While other classes such as Rogues, Death Knights, Shaman, and Monks can dual wield, only a Fury Warrior can dual wield both regular one-handed and larger two-handed weapons. Fury Warriors have access to Crazed Berserker, which increases off-hand weapon damage and brings one-handed weapons up to parity with two-handed in terms of damage.

Fury is the damage dealing spec that focuses on raw brutality rather than heavy armor and a weapon and shield like Protection or Arms' focus on precise control of a single two-handed weapon. Fury is explosive, and its practitioners let themselves go into Enrages that increase their damage output.

MASTERY: UNSHACKLED FURY
Increases damage done while Enraged by 11%.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Execute	10		Attempt to finish off a wounded foe, causing 300% Physical damage. Only usable on enemies that have less than 20% health.
Bloodthirst	10		Instantly strike the target for 72% Physical damage, generating 10 Rage, and restoring 1% of your health. Bloodthirst has an additional 30% chance to be a critical strike. Replaces Heroic Strike.
Crazed Berserker	10		You are a master of dual-wield combat, able to equip one-handed and two-handed weapons in both hands.You deal 30% additional damage when wielding only one-handed weapons.Your off-hand weapon damage is increased by 25% with two-handed weapons and by 50% with one-handed weapons.
Enrage	14		Bloodthirst critical strikes and activating Berserker Rage will Enrage you, generating 10 Rage and increasing damage done by 10% for 8 sec.
Wild Strike	18		A quick strike with your off-hand weapon that deals 270% Physical damage and reduces the effectiveness of healing on the target for 10 sec. Bloodthirst has a 20% chance of granting 2 charges of Wild Strike that cost no Rage.
Piercing Howl	19		Snares all enemies within 15 yards, reducing their movement speed by 50% for 15 sec.
Whirlwind	26		In a whirlwind of steel you attack all enemies within 8 yards, causing 120% Physical damage with your main-hand weapon and 120% Physical damage with your off-hand weapon to each enemy.
Raging Blow	30		A mighty blow that deals 138% Physical damage with your main-hand weapon and deals 138% Physical damage with your off-hand weapon. Becoming Enraged enables one charge of Raging Blow. Limit 2 charges.
Plate Specialization	50		Increases your Strength by 5% while wearing only Plate armor.
Die by the Sword	56		Increases your parry chance by 100% and reduces damage taken by 20% for 8 sec.
Meat Cleaver	58		Dealing damage with Whirlwind increases the number of targets that your Raging Blow hits by 1, stacking up to 3 times.
Inspiring Presence	80		You inspire all nearby party and raid members, granting 3% Versatility.
Rallying Cry	83		Temporarily grants you and all party or raid members within 30 yards 15% increase to maximum health for 10 sec. After this effect expires, the health is lost.
Recklessness	87		Grants your special attacks an additional 15% chance to critically strike and increases your critical strike damage by 10%. Lasts 10 sec. Using this ability in Defensive Stance activates Battle Stance.
Cruelty	90		You gain 5% more of the Critical Strike stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Enhanced Whirlwind	Whirlwind's effect to increase Raging Blow targets now grants 2 charges per Whirlwind and can have up to 4 charges.
Empowered Execute	Increases the damage of Execute by 20%.
Improved Die by the Sword	Increases the damage reduction from Die by the Sword by 10%.
Improved Recklessness	Increases your critical strike chance while Recklessness is active by an additional 15%.

ROTATION

Fury Warrior rotation changes a great deal depending on the level 45 talent choice. For example, if you take Furious Strikes, your Wild Strikes will cost 20 Rage instead of 45, making it a more attractive attack, but Unquenchable Thirst will make Bloodthirst (your Rage-generating attack) usable more often, which is helpful to generate Rage as well as to allow you more possibilities of Bloodsurge discounted Wild Strikes, and Sudden Death allows you to use Execute before the 20% health phase of an enemy. However, the basics remain the same.

- Charge when possible to generate Rage to begin your attack.
- Use Bloodthirst when available to generate Rage.
- Use Wild Strike only if Bloodsurge is active, allowing you to use Wild Strike at zero Rage cost.
- Use Raging Blow when it is active.
- Use Wild Strike to spend Rage and prevent you from Rage capping.
- Replace Wild Strike with Whirlwind if you are in an Area of Effect (AoE) damage situation, such as fighting multiple mobs.

GROUP PLAY

Fury is a damage dealer. It stands behind the target, and performs its rotation (using cooldowns such as Recklessness when appropriate) to deal as much damage as possible without drawing threat. Use either your single target or AoE rotation as appropriate. Fury is a good spec for AoE damage due to Meat Cleaver, which lets your Raging Blow chain onto other targets. Don't forget to make good use of it.

GROUP BUFFS

Fury Warriors also provide Inspiring Presence, Battle Shout, and Commanding Shout. Only one shout may be active from one Warrior at a time. Fury Warriors also provide Rallying Cry.

PREPARING FOR HIGH-END CONTENT

Fury Warriors value Strength on gear. Thanks to Enrage, they value Critical Strike Chance as well, followed by Mastery, Haste, Versatility, and Multistrike. Remember, Critical Strike provides increased damage from Enrage as well as more Rage, which is why it is so valuable.

PROTECTION

The Protection Warrior is the dreadnaught, the armored bulwark that places their body between danger and their allies. Protection Warriors use a weapon and shield together, and that shield is both potent defense and a means of attack in their hands. Other Warriors may rely on the mastery of a giant weapon or the relentless fury of two, but the Protection Warrior proudly embodies the nature and role of a juggernaut using their bodies and massive armor to soak up all the attacks their enemies have to offer, taking the brunt of the fray onto themselves.

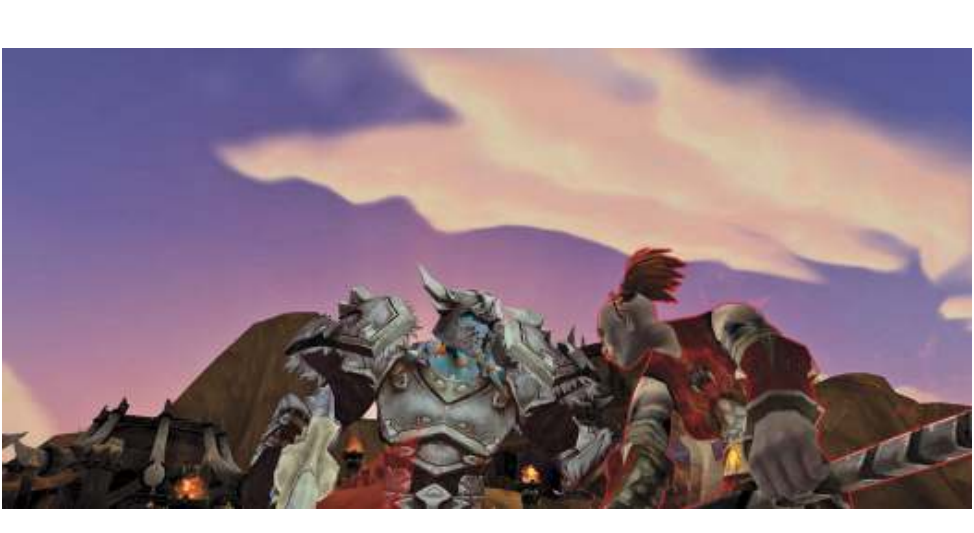
Protection is the tanking Warrior spec, and it uses a weapon and a shield. Thanks to their knowledge of how to use their shield as both defense and weapon, they gain the Critical Block mastery.

MASTERY: CRITICAL BLOCK
Increases your chance to block by 4% and your chance to critically block by 12%. Also increases your attack power by 8%.

SPECIALIZATION ABILITIES

Ability	Level	icon	Description
Execute	10		Attempt to finish off a wounded foe, causing 300% Physical damage. Only usable on enemies that have less than 20% health.
Bladed Armor	10		Increases your Attack Power by 100% of your Bonus Armor.
Resolve	10		Increases your healing and absorption done to yourself, based on Stamina and damage taken (before avoidance and mitigation) in the last 10 sec.
Shield Slam	10		Slam the target with your shield, causing damage and generating 20 Rage. Critical strikes with Shield Slam cause your next Heroic Strike to cost no Rage and be a critical strike.
Unwavering Sentinel	10		Your Defensive Stance provides several additional benefits. Increases your total Stamina by 15%. Reduces the chance you will be critically hit by melee attacks by 6%.Reduces the chance your attacks will be parried by 3%. Reduces the Rage cost of Thunder Clap by 100%.
Enrage	14		Shield Slam and Devastate critical strikes, critical blocks, and activating Berserker Rage will Enrage you, generating 10 Rage and increasing damage done by 10% for 8 sec.
Thunder Clap	14		Blasts all enemies within 8 yards for damage and reduces their movement speed by 50% for 6 sec.
Shield Block	18		Raise your shield, blocking every melee attack against you for 6 sec. These blocks can be critical blocks. Maximum 2 charges.
Devastate	26		Deals 200% Physical damage, and has a 30% chance to reset the cooldown on Shield Slam and cause it to generate 5 more Rage.
Revenge	30		Instantly attack an enemy and two additional enemies, dealing damage to the primary target and 50% damage to the secondary targets, and generating 20 Rage. Your successful dodges and parries reset the cooldown on Revenge.
Deep Wounds	32		Your Devastate and Thunder Clap cause the target to bleed for Physical damage over 15 sec. This effect is cancelled if the target reaches full health.
Last Stand	38		Increases current and maximum health by 30% for 15 sec.
Shield Wall	48		Reduces all damage taken by 40% for 8 sec.
Plate Specialization	50		Increases your Stamina by 5% while wearing only Plate armor.
Demoralizing Shout	56		Demoralizes all enemies within 10 yards, reducing the damage they do to you by 20% for 8 sec.
Bastion of Defense	60		Increases your block chance by 10% and your dodge chance by 2%. Reduces the cooldown of your Shield Wall by 1 min.
Riposte	76		You gain Parry equal to 100% of your Critical Strike from gear.
Mocking Banner	87		Throw down a war banner within 30 yards that forces all enemies within 15 yards of the banner to focus attacks on the Warrior for 6 sec. Lasts 30 sec. You can Intervene to your war banner.
Blood Craze	90		Your multistrikes from auto attacks trigger a Blood Craze. Blood Craze regenerates 3% of your health over 3 sec. When this effect is refreshed, the remaining portion is added to the new effect.
Shield Mastery	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS



Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Improved Block	Increases your block chance by 10%
Improved Defensive Stance	Defensive Stance now increases your armor by 10%.
Improved Heroic Leap	When you use Heroic Leap, the cooldown of Taunt is reset.
Improved Heroic Throw	Heroic Throw no longer has a cooldown.

ROTATION

First and foremost you want the mobs you are tanking to stick to you, so it's your job to generate threat as fast as possible.

- Charge is a good way to close the gap and get some Rage for an initial burst of threat.
- Shield Slam is your primary Rage generator; use it as soon as possible.
- Spend Rage on Shield Barrier and Shield Block to reduce incoming damage.
- Revenge also generates Rage so it should be next, and used when it can. It also hits multiple targets.
- Devastate can reset the cooldown on Shield Slam, so it should be used next.
- Thunder Clap hits multiple targets; so on AoE pulls, it should be used before Revenge or Devastate (but it is of minimal use for single-target).

GROUP PLAY

In almost all cases aside from using Gladiator's Resolve, Protection is a tanking spec. Your role in a group is to hold threat and maintain it, keeping the enemies focused on you while your group damages them. Your job is to be their shield. In order to do this, use your various Rage generating abilities to get and hold threat and spend that Rage on Shield Block and Shield Barrier in order to stay alive. You will also, if you hold threat properly, be the one taking most of the damage, so the healer or healers should be focusing on you.

GROUP BUFFS

You still have Battle Shout (increases party or raid attack power) and Commanding Shout (increases party or raid Stamina). You can reduce all enemies' movement speed by 50% with Thunder Clap.

PREPARING FOR HIGH-END CONTENT

You want to be the best tank possible, and that means standing upright—Bonus Armor and Multistrike are excellent for their damage reduction, and the Blood Craze ability helps you stay upright longer. Critical Strike directly increases survival due to Riposte, and Mastery helps you stay upright because it buffs Critical Block. Focus on these stats on gear.

Introduction

An Introduction to World of Warcraft

World of Warcraft is a massively multiplayer online game in which you assume control of a character who is part of the worlds of Azeroth and Outland. These worlds are filled with magic and fantastical creatures, but you will also catch glimpses of advanced technology.

MASSIVELY MULTIPLAYER? ONLINE?

Massively multiplayer online games, or MMOs, are games played simultaneously by hundreds or thousands of players. Many of the characters you see in the game world are controlled by other players.

MMOs also do not have an offline component to the gaming experience. Where many games (such as first-person shooters or real-time strategy games) typically have a single player campaign in addition to multiplayer options, all gameplay in MMOs is done online. You must be connected to a server in order to play the game.

Upon entering the game, you become part of a story which is set in a time of increased friction between long-time enemies, the Alliance and Horde. The Horde consists of Blood Elves, Orcs, Goblins, Taurens, Trolls, and Undead. The races of the Alliance include Draenei, Dwarves, Gnomes, Humans, Night Elves, and Worgen. The recently rediscovered Pandaren may choose which side of the conflict they join.

In addition to selecting one of the races of Azeroth, you must assign a class to your character. There are 11 classes available, and your class selection has the greatest impact on your experience while playing the game.

WHO THIS IS FOR

New players should use this section of the guide to learn about the game's background, how to manage your account, and all of the game's basics. Players new to WoW and especially to online games in general will get the most from these materials.

Returning players who have been away for a year or more may also want to peruse this section. Changes are a matter of course in online games, and Blizzard has not been resting on its laurels. Even beyond the expansion itself there have been countless improvements to the general game system. If you're coming back but want a reminder or two, this is a good place to get yourself started once again.

GENERAL QUESTIONS ANSWERED

If you are new to online games, you likely have a few questions about what to expect. Continue reading for answers to common questions about World of Warcraft.

Q: WHY SHOULD I PLAY WORLD OF WARCRAFT?

A: World of Warcraft is a high-fantasy world that combines elements of storytelling, task completion, item creation, problem solving, battle, and socializing. Because the game is so vast, you can truly make it your own. Every time you play, your experience is unique.

Some people play because they're hooked on the quests and item upgrades. They're looking to improve their character's weapons and armor. There is always something to do, even after you get to the "end" of the leveling process.

Others play for the people. It's amazing how many people you'll find who are involved in World of Warcraft. World of Warcraft has a large community of players, and they come from many age groups and diverse backgrounds.

Why you should play is actually a trick question (sorry!). The answer is your own, and the fact that you're reading this is all that you need to know. You suspect that there's something fun waiting for you online—and you're right. Don't be nervous. World of Warcraft introduces new players to the game at a comfortable pace, and despite online gaming's reputation, you'll find that a surprising number of players are polite and helpful when someone's learning the game and needs to ask questions.

Q: WHAT DOES WORLD OF WARCRAFT HAVE FOR ME?

A: Major features of World of Warcraft include roleplaying, improving your characters, competing against other people in player versus player combat, upgrading gear, exploring the world, crafting items for yourself and others, and unlocking special achievements.

You're able to try anything in the game with just an investment in time. Real-world money is only required for the monthly subscription. You won't need to put in any cash beyond that. All equipment is available to all players, assuming that they put in the same time and effort.

Questing involves thousands of short tasks that are given in game. You can play these for hours on end, but someone with only 20 minutes to spare can still log on, complete a few quests, and get back to the real world. The system makes it that easy!

Roleplaying is about assuming the identity of your character. This is not a mandatory aspect of WoW, even on Roleplaying Servers (where it's encouraged). Instead, this is a game within a game that you create for yourself. You imagine a story for your character and you live through it, revealing that character's background and experiencing their development as you go.

Player versus player (PvP) competition is a big draw for some. You can limit this to consensual challenges: most servers only allow players to fight if they specifically request or accept a duel, enter a Battleground, or otherwise set themselves up for PvP combat. Other servers are called PvP servers, and they allow people from different factions to fight openly, whenever and wherever they meet. In a sense, this is consensual too because no one is forced to play on PvP servers. You choose one because it has sudden, unexpected combat.

Achievements are given for many aspects of WoW play. Dungeons have quite a few of these, usually involving the defeat of certain enemies under specific conditions.

If you're looking for group activities, join a guild that has fun people. Talk to people in cities or while adventuring, and find out more about their guilds. This is how you discover a guild that's right for you; it's just like making friends in real life. In fact, you might make real life friends from playing WoW. Some guilds get so close that they plan activities together, even if they don't live in the same state (or country!).

Q: WHO WILL I PLAY WITH?

A: WoW enables people from all over the world to play with each other in real time. So the simple answer is that you can play with anyone you wish. You can log in and play on your own (called playing solo), you can play with your friends, or you can play with strangers. It's all up to you.

If you're just getting started, ask friends, family members, and coworkers if they play. It's entirely possible that you have experienced WoW players in your circle already. Then ask what server they play on, and consider joining them on that server. This ensures that you're playing in the same "world" as your friends. They'll be able to walk you through the early steps and possibly help you out with starting money, items, or joining a guild.

Coming in alone is harder, but it's still entirely doable. Read through the following pages, and then start the game. Click on buttons. Play around. And remember that you cannot be destroyed in WoW. Characters can only be deleted if you choose to delete them. There is no permanent death. There are no substantial ramifications from your mistakes. WoW wants you to play around, try things, and even screw up from time to time. Come in solo if necessary. You won't get into too much trouble, even if you don't know what you're doing at first.

ADDRESSING COMMON CONCERNS

If you, or someone you know, would like to try World of Warcraft but have some concerns about joining a massive game, the following addresses many common questions.

Q: IS WORLD OF WARCRAFT TOO COMPLEX FOR ME?

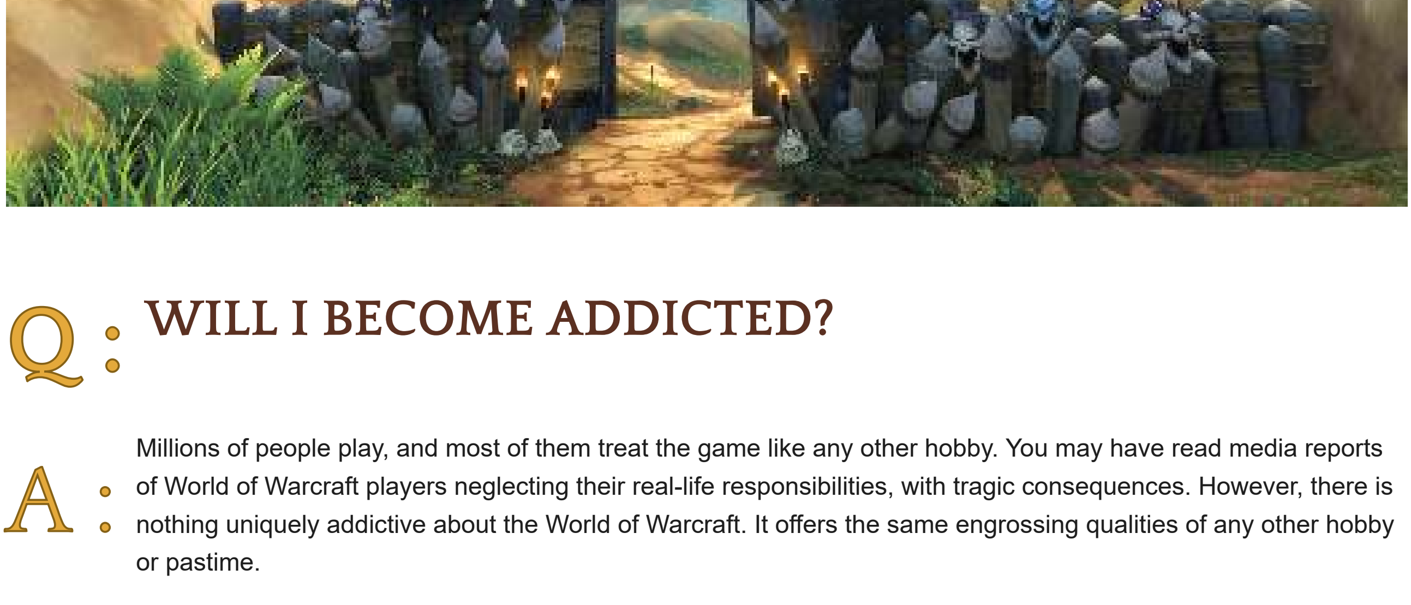
A: World of Warcraft has been designed with a gentle learning curve. You begin with basic abilities while the enemies you face initially act like target dummies, waiting for you to initiate a fight before they respond. You gain additional abilities and options for your characters as you achieve higher levels while taking on increasingly stronger enemies. However, none of this is done in an overwhelming fashion.

The best news is that you are in control of the pace of your advancement. There are no deadlines for earning levels. You don't lose anything you've earned because you take time away from the game. People who had never gamed before have become comfortable in World of Warcraft. Despite what the Gnomes and Goblins tell you, this isn't rocket science. It's a game, and a fun one at that.

The aspect of the game that often takes the most effort to understand is the lingo used by other players. Don't worry. Gamerspeak becomes quite intuitive after you spend time in the game. You pick up terms here and there, and soon they are part of your vernacular. To make this easier, a glossary with many of the terms and their definitions has been included in this guide. You do not need to memorize these. They're just here if you need them or have a question.

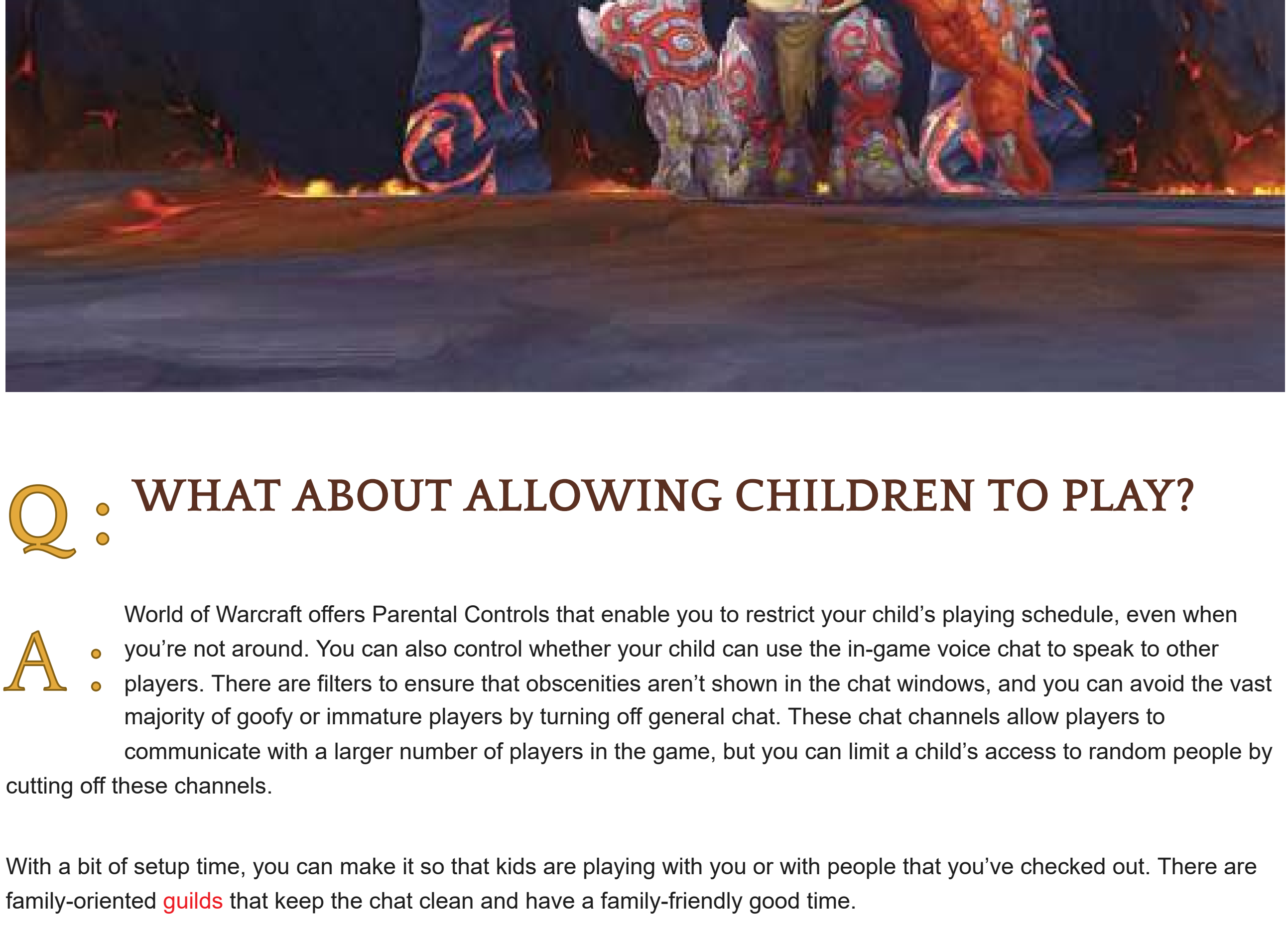
Ultimately, World of Warcraft is as complex as you wish to make it. Many players enjoy exploring the vast worlds of Azeroth and Outland on their own, performing quests as they travel. A large percentage of players join with others to form guilds for their social aspects. They also join forces for Player-versus-Player combat, or to take on the challenges designed around 5, 10, or 25 characters working together.

The key to enjoying your time in World of Warcraft is to find what you like to do and do it! Don't be afraid to dabble in other activities and test the waters, but you aren't required to do anything with your time. You control the amount of time you spend in the game, so spend it doing the things you enjoy most.



Q: WILL I BECOME ADDICTED?

A: Millions of people play, and most of them treat the game like any other hobby. You may have read media reports of World of Warcraft players neglecting their real-life responsibilities, with tragic consequences. However, there is nothing uniquely addictive about the World of Warcraft. It offers the same engrossing qualities of any other hobby or pastime.



Q: WHAT ABOUT ALLOWING CHILDREN TO PLAY?

A: World of Warcraft offers Parental Controls that enable you to restrict your child's playing schedule, even when you're not around. You can also control whether your child can use the in-game voice chat to speak to other players. There are filters to ensure that obscenities aren't shown in the chat windows, and you can avoid the vast majority of goofy or immature players by turning off general chat. These chat channels allow players to communicate with a larger number of players in the game, but you can limit a child's access to random people by cutting off these channels.

With a bit of setup time, you can make it so that kids are playing with you or with people that you've checked out. There are family-oriented guilds that keep the chat clean and have a family-friendly good time.

Picking the Right Realm

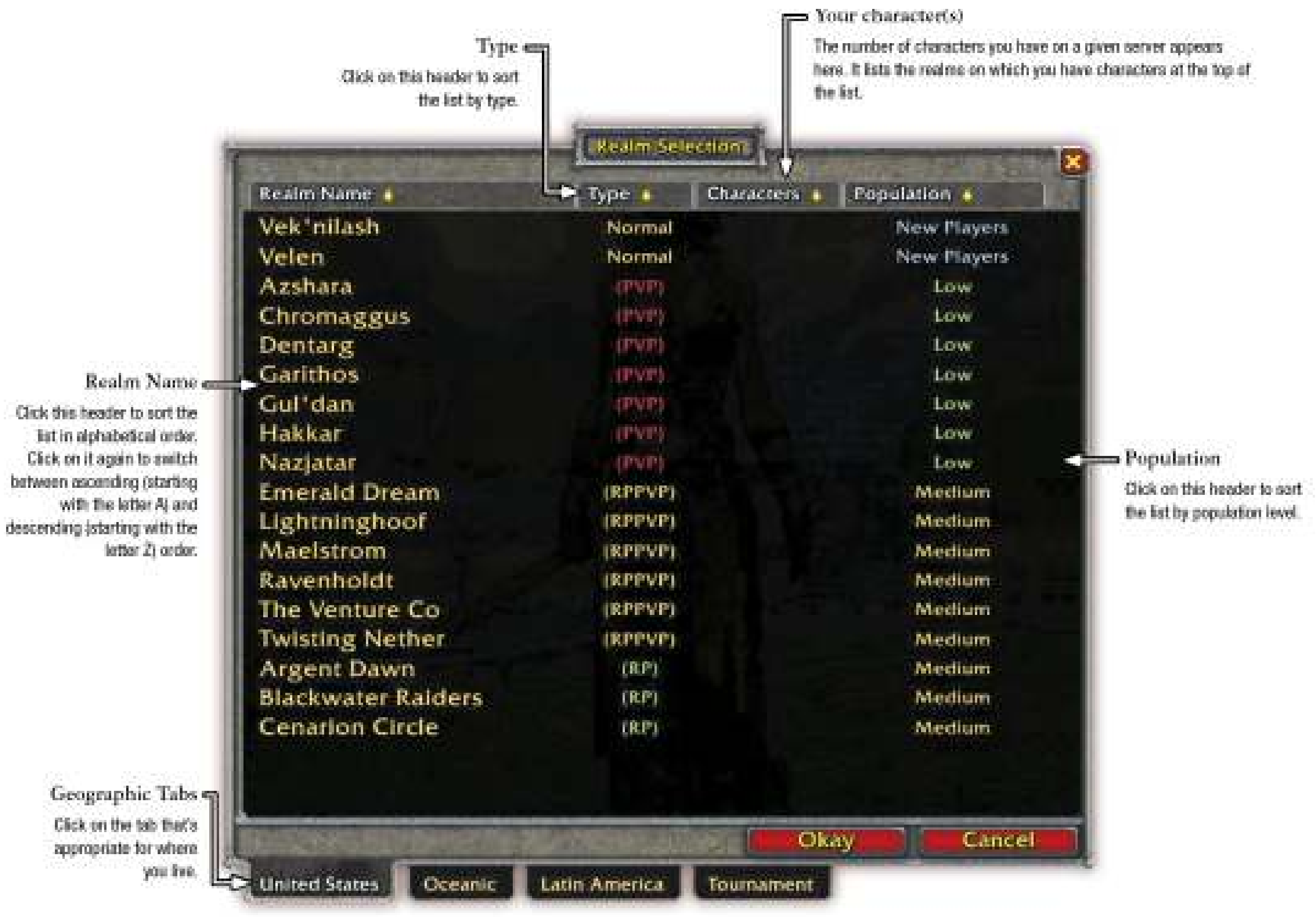
Millions of people can't all play in the same place at the same time, so it makes sense that World of Warcraft isn't hosted from a single computer. Instead, servers around the world host the many realms where World of Warcraft is played. Each realm is a separate copy of the game where several thousand people play.

Your first act, after you register, patch, and load the game, is to select a realm. If you have friends already playing, contact them and ask which realm to join. Otherwise, you are strongly encouraged to try out one of the realms marked for NEW PLAYERS.

TUESDAY DOWNTIME

Blizzard typically uses Tuesdays to perform server maintenance or apply the latest updates (known as patches) to World of Warcraft. The game is often unavailable from early morning until early afternoon, depending on your time zone. Downtimes are often given in Pacific Time since that is the time zone where Blizzard's offices are located.

THE REALM SELECTION SCREEN



Realm Name	Type	Characters	Population
Vek'nilash	Normal		New Players
Velen	Normal		New Players
Azshara	(PVP)		Low
Chromaggus	(PVP)		Low
Dentarg	(PVP)		Low
Garithos	(PVP)		Low
Gul'dan	(PVP)		Low
Hakkar	(PVP)		Low
Nazjatar	(PVP)		Low
Emerald Dream	(RPPVP)		Medium
Lightninghoof	(RPPVP)		Medium
Maelstrom	(RPPVP)		Medium
Ravenholdt	(RPPVP)		Medium
The Venture Co	(RPPVP)		Medium
Twisting Nether	(RPPVP)		Medium
Argent Dawn	(RP)		Medium
Blackwater Raiders	(RP)		Medium
Cenarion Circle	(RP)		Medium

Type
Click on this header to sort the list by type.

Your character(s)
The number of characters you have on a given server appears here. It lists the realms on which you have characters at the top of the list.

Realm Name
Click this header to sort the list in alphabetical order. Click on it again to switch between ascending (starting with the letter A) and descending (starting with the letter Z) order.

Population
Click on this header to sort the list by population level.

Geographic Tabs
Click on the tab that's appropriate for where you live.

TYPES OF REALMS

The list of available realms may be daunting the first time you scroll through it. Use the following information to find the right realm for you.

Normal	Normal realms are also known as PvE (Player-versus Environment) realms. If you're new to the game, strongly consider a Normal server before trying any other type.
PvP	Player-versus-Player servers. In addition to all the standard aspects of the game, players from opposite factions are free to attack each other in most areas. If you don't know what PvP is, don't choose it.
RP	Roleplaying servers. Environments that encourage players to stay "in character" while playing the game. There are additional rules in place that govern player names and behavior in public areas. There aren't any mechanical processes that force you to roleplay your character well (or at all), but it is encouraged in these realms.
RPPVP	These servers combine the RP crowd with a PvP rule set.

POPULATION

The last variable to consider is the player population of a server.

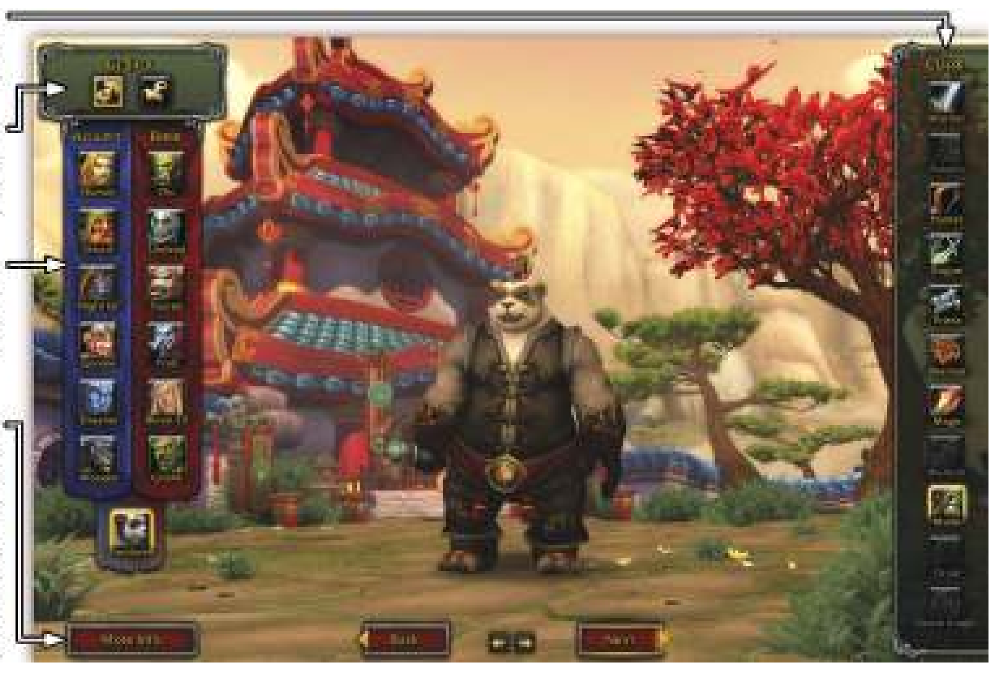
Full	New accounts are unable to create characters on Full servers.
High	A large number of players. There's always someone around who might help, but you may be waiting in a queue to log in some nights.
Medium	A robust player base but not too crowded.
Low	Sparse player base. You will always be able to do your tasks, but there may not be many people around to help you.
New Players	Newer servers with a lower overall population.
Offline	Grayed out servers are briefly unavailable, but will likely be online again soon—save for Tuesday downtimes.

TO MAKE YOUR SELECTION

Click on the realm to highlight it, and click Okay. You are now logged into that server. Since you have no characters, this screen is currently empty. Press Create New Character in the lower-right corner, and read the next section for help in creating your character.

THE CHARACTER CREATION SCREENS

The character creation screen is divided into two screens. You begin with a random character (which appears in the center) that you can customize in multiple ways. The first screen lets you pick your race, class, and gender.



Class

The icons for classes appear here; no race can play every class, so some of these icons will be unavailable.

Gender

Choosing to play a male character or female character provides different options for the character's physical appearance.

Race

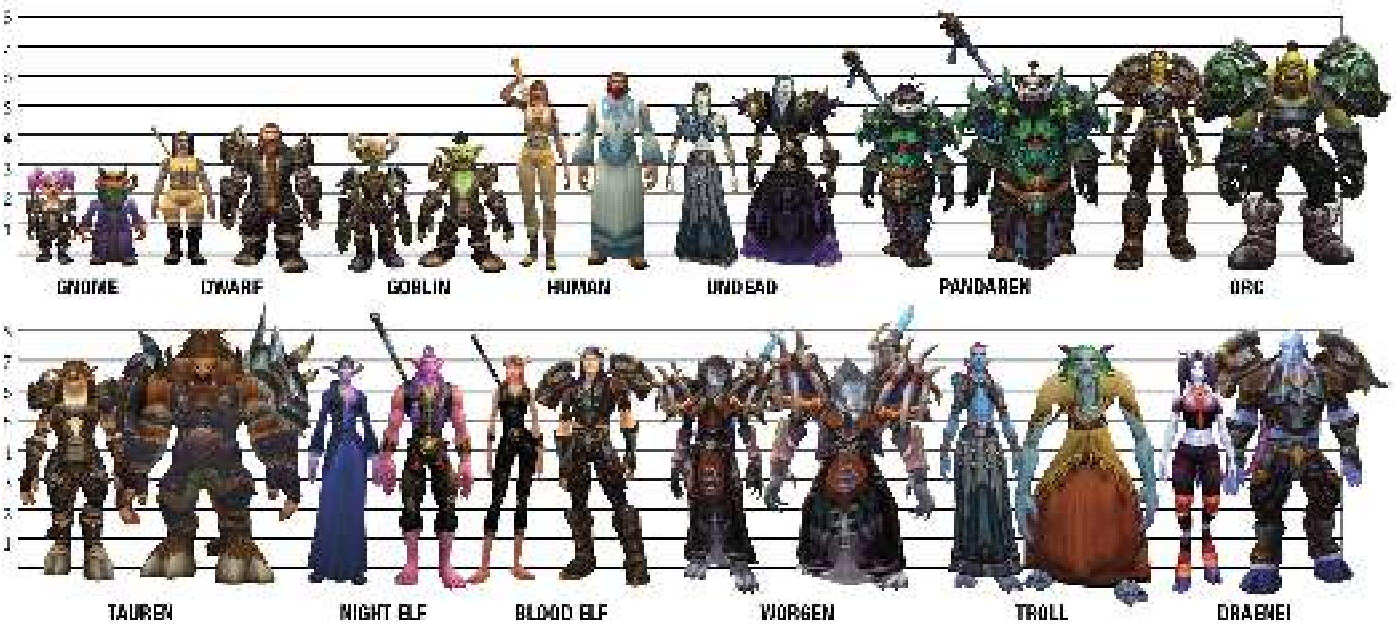
Click on these icons to change the race of your character. Choosing a race impacts which classes are available for you to play.

More Info

Clicking this button brings up two information boxes; one provides Race History, while the other is a Class Description. The information provided in these boxes updates as you click on different icons for races and classes. Each race has advantages and extra abilities which are listed at the top of the Race History box. The Class Description box displays a few brief lines that serve as an overview of the class, and then provides additional details to give you a better feel for the class.

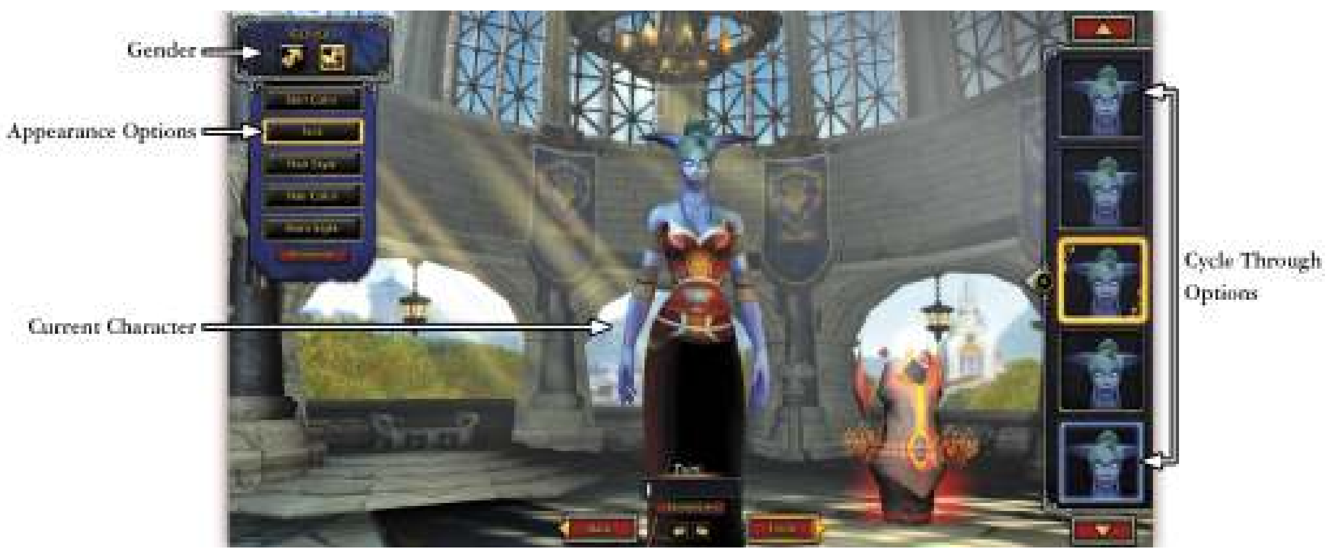
FOR MORE INFORMATION

If you are most interested in playing a specific faction or race, turn to the Races section of the guide. If you are most interested in playing a specific class, turn to the Character Classes section to read about the available classes and their significant characteristics.



CHARACTER APPEARANCE AND NAME

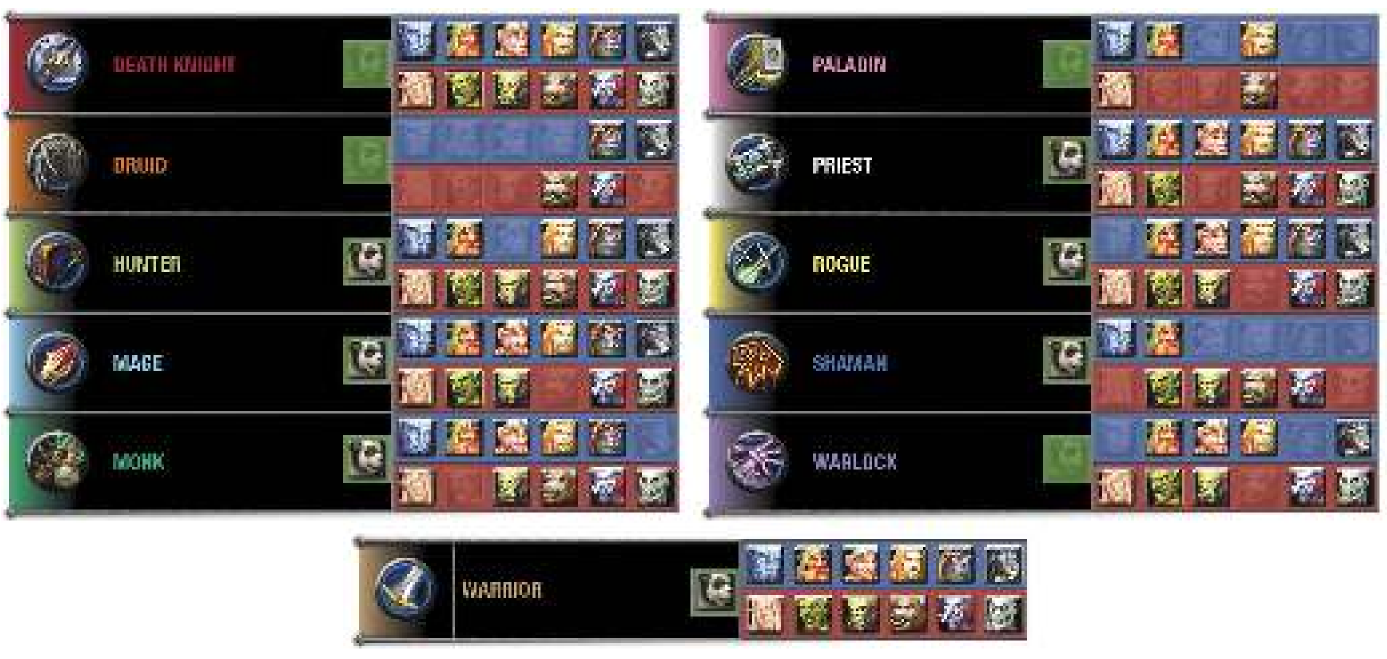
When you are comfortable with your character's class and race, click Next to bring up the second character creation screen. This screen allows you to change your character's gender and appearance. When you click an option on the left side of the screen (under the Gender window), the available options for that category appear on the right. The number of options available varies by race.



CURRENT CHARACTER

Each time you click on a new option for race, gender, class, or physical appearance, the character displayed here is updated. The gender and the physical appearance choices you make for your character are purely cosmetic—they have no impact on how your character performs in the game. Have fun choosing your hair color and markings. After all, this is your in-game persona—you want to like what you see! You can press Randomize to let the game show you some options.

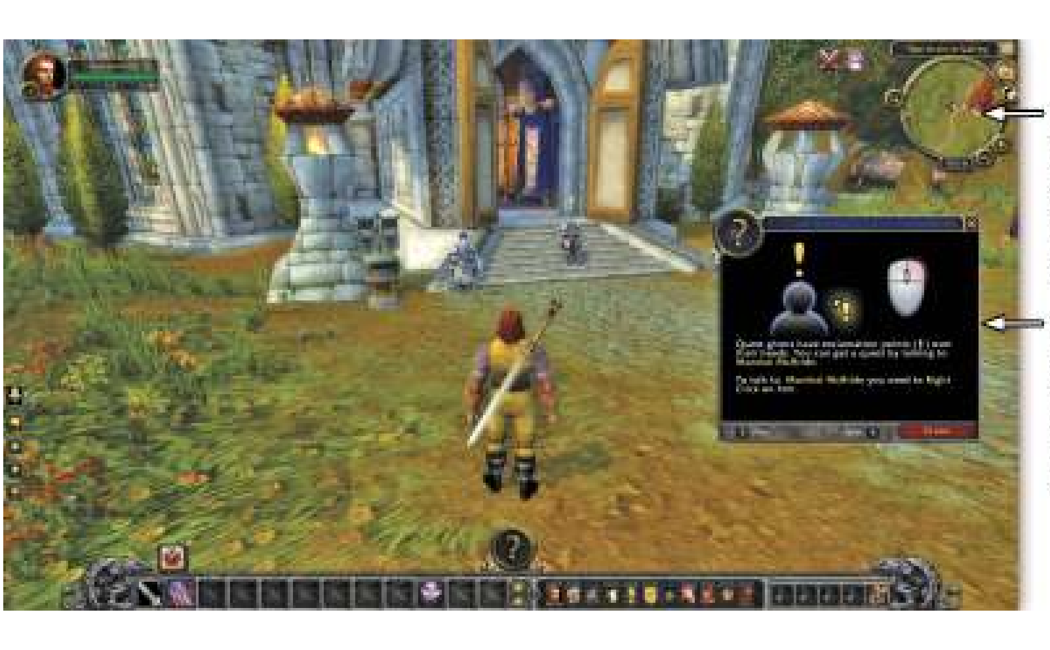
When you're satisfied with your character's class, race, and appearance, it's time to select a name. When choosing a name, consider that your character's name is the first impression others have of you in the game. Blizzard has a "Naming Policy" that is designed to discourage players from using character names that are inappropriate to the game. In general, you want to avoid real-world names (like celebrities), offensive names, names from other fictional words, or trademarked names. If you really can't think of a name that you want, or if all of your good ones are already taken, try the Randomize button under the bar. It might give you a few suitable suggestions that are available.


DEATH KNIGHT
DRUID
HUNTER
MAGE
MONK
PALADIN
PRIEST
ROGUE
SHAMAN
WARLOCK
WARRIOR

Taking Your First Steps

With your character created, it's time to get into the real game. It seems pretty complex when you first log in; however, you're free to take as much time as needed to get comfortable before you start adventuring. The following pages introduce you to many aspects of gameplay experienced during your first time in World of Warcraft. Each of the topics is covered in more detail later in this guide, but what you learn in this chapter will get you started.

After the opening movie ends, you are given control of your character. The first things to do are skim the Beginner Tooltips that appear and take a look at the minimap in the top-right corner of your screen.



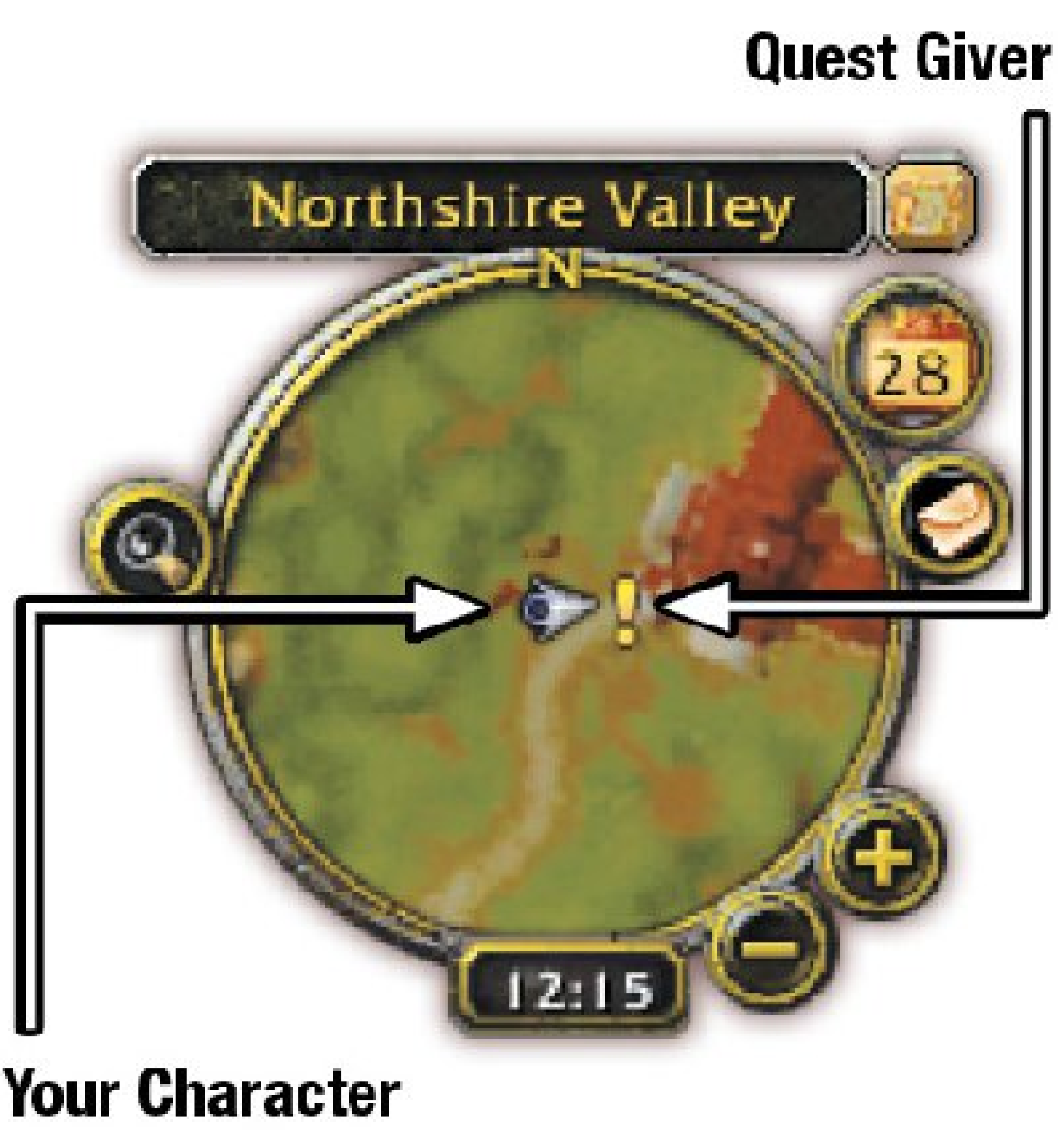
The Minimap

The circle in the top-right corner of your screen is the minimap. The minimap is a valuable tool that you should get to know as quickly as possible. The minimap eventually provides greater detail about the nearby area, but the basics are all you need for now.

Tooltips

When a question mark appears at the bottom-center of the screen, it indicates that you have encountered a new aspect of the game. Click on the question mark to bring up a box with more information. These tips are helpful to new players, so take a moment to read each one as it appears.

Your character is indicated by an arrow. It points in the same direction that your character faces. For now, look for the nearby quest giver (marked with a yellow exclamation point). That's your first destination.

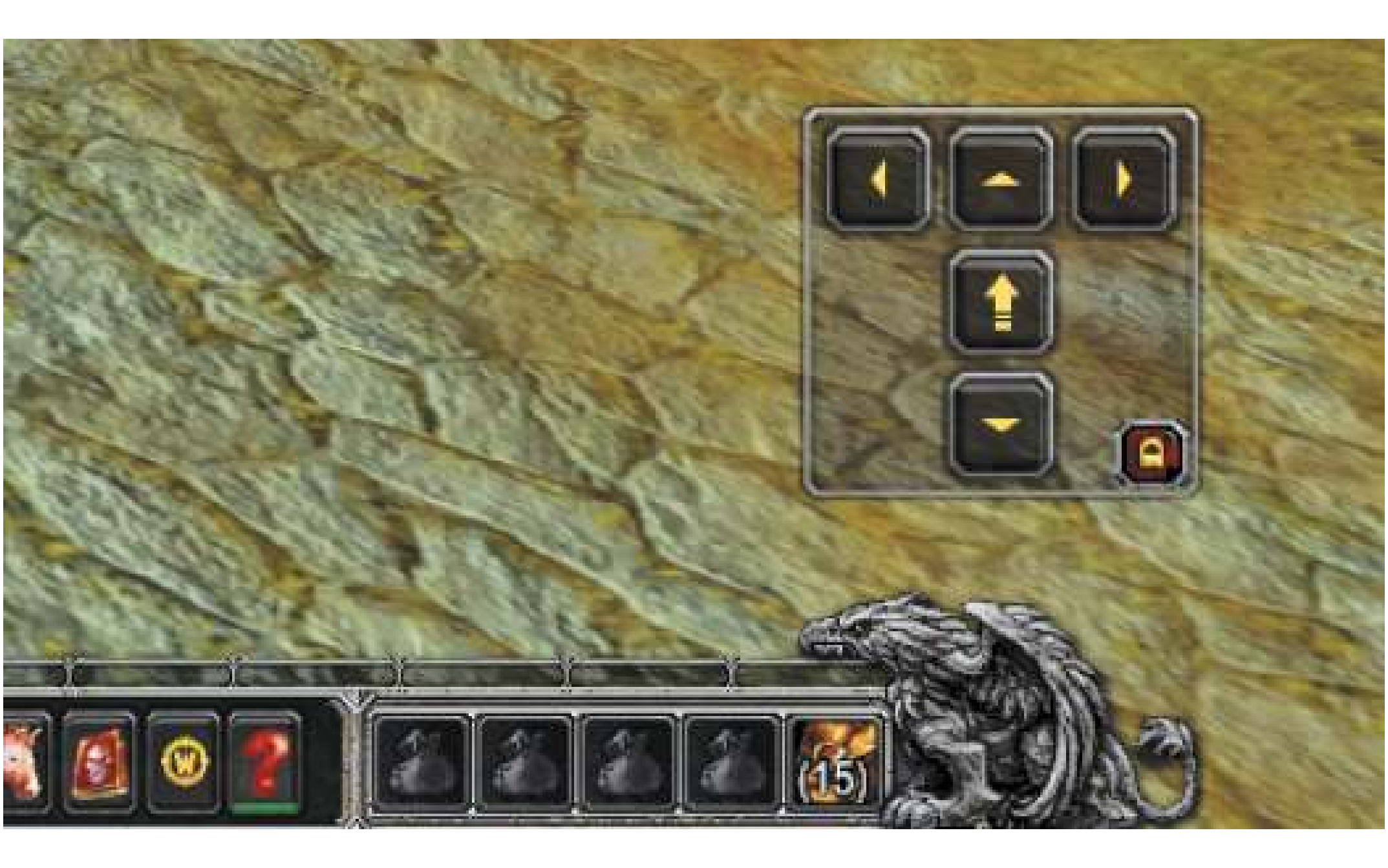


MOVE YOUR CHARACTER

There are three ways to control the movement of your character: with your keyboard, with the on-screen Move Pad, or with your mouse. If you prefer to use your keyboard, use the W, A, S, and D keys. W and S move your character forward and backward; A and D turn your character left and right. To turn, press W to move forward, then press A/S (while still holding down W). Pressing just A or S spins the character in place.

The Move Pad is a mouse-clickable UI frame. To display it, click on the red question mark near the bottom-right of the screen. Select Interface, then Help. Check the box next to Show Move Pad. Click on the arrows to move in a direction, or the larger arrow in the middle to jump. Click on a different arrow to change directions, or the same arrow to stop.

To control your character's movement with the mouse, press the left and right mouse buttons simultaneously to move forward. Your character continues to move forward as long as you hold down both mouse buttons. Slide the mouse to the left or right to turn your character in that direction.

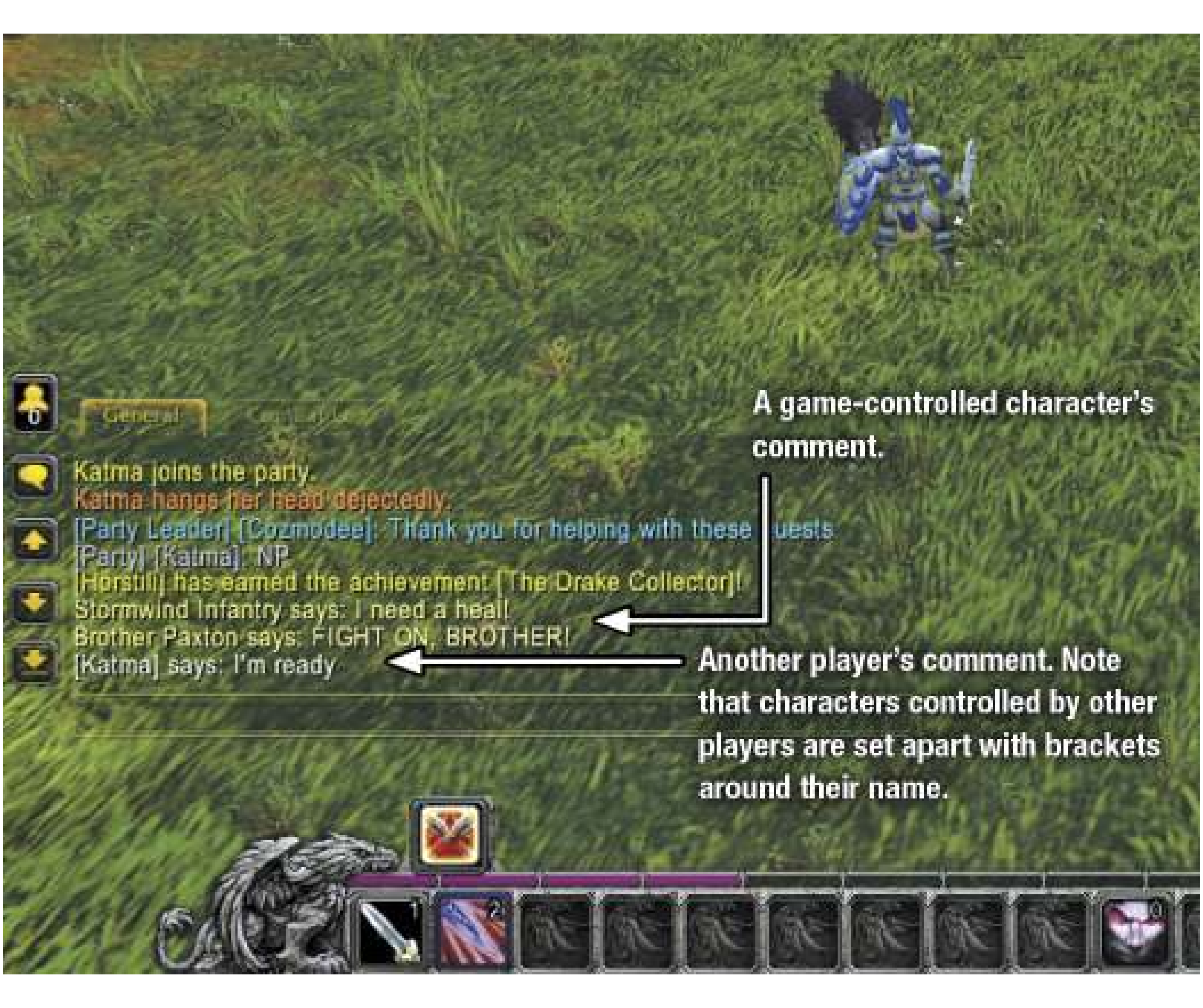


CHAT LOG

The chat log is in the bottom-left corner of your screen. Whenever the game or other players want to communicate with you, the text appears here. Two tabs are available (General and Combat Log), but the General tab is all you need to focus on for now.

To say something to anyone nearby, hit Enter. If the screen doesn't read "Say", then hit enter and type "/say". Type the message you want to share with anyone standing nearby, then press Enter.

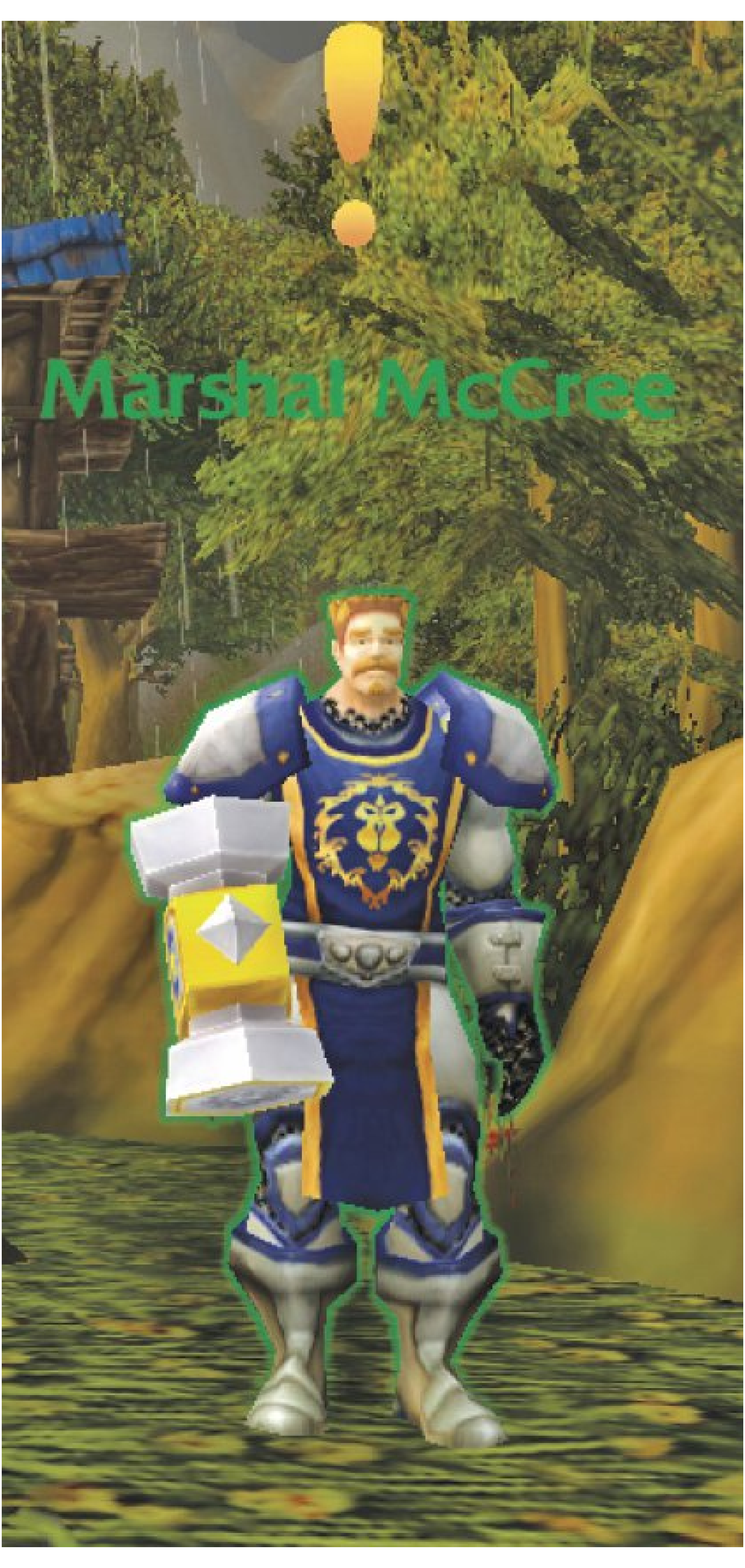
For a private message, use "/whisper" to talk with a specific person. Just type in "/w" along with the name of the person. Then type your private message. If someone whispered you first, press "r" to respond to that whisper.



Katma joins the party.
Katma hangs her head dejectedly.
[Party Leader] [Cozmodee]: Thank you for helping with these quests
[Party] [Katma]: NP
[Horstili] has earned the achievement [The Drake Collector]!
Stormwind Infantry says: I need a heal!
Brother Paxton says: FIGHT ON, BROTHER!
[Katma] says: I'm ready

A game-controlled character's comment.

Another player's comment. Note that characters controlled by other players are set apart with brackets around their name.



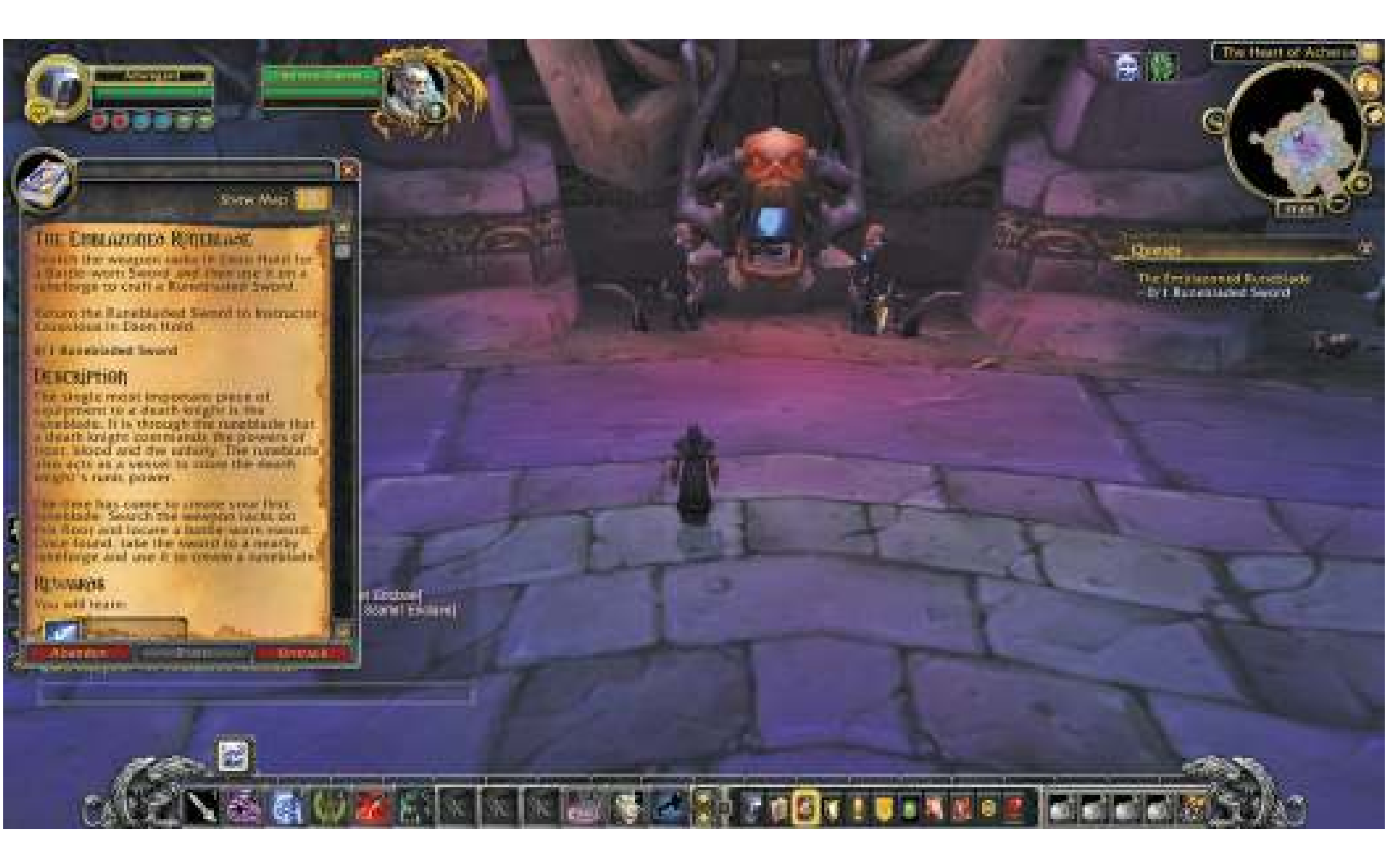
INTERACT WITH A QUEST GIVER

No matter where you start, there's a nearby character with a yellow exclamation point over his head. These characters have tasks for you to perform. These tasks are called quests, and they are an integral part of your gaming experience.

Right-click on the quest giver to speak with him. The quest giver describes a task and offers compensation in the form of money and items. In addition to the listed rewards, you earn Experience Points for completing quests.

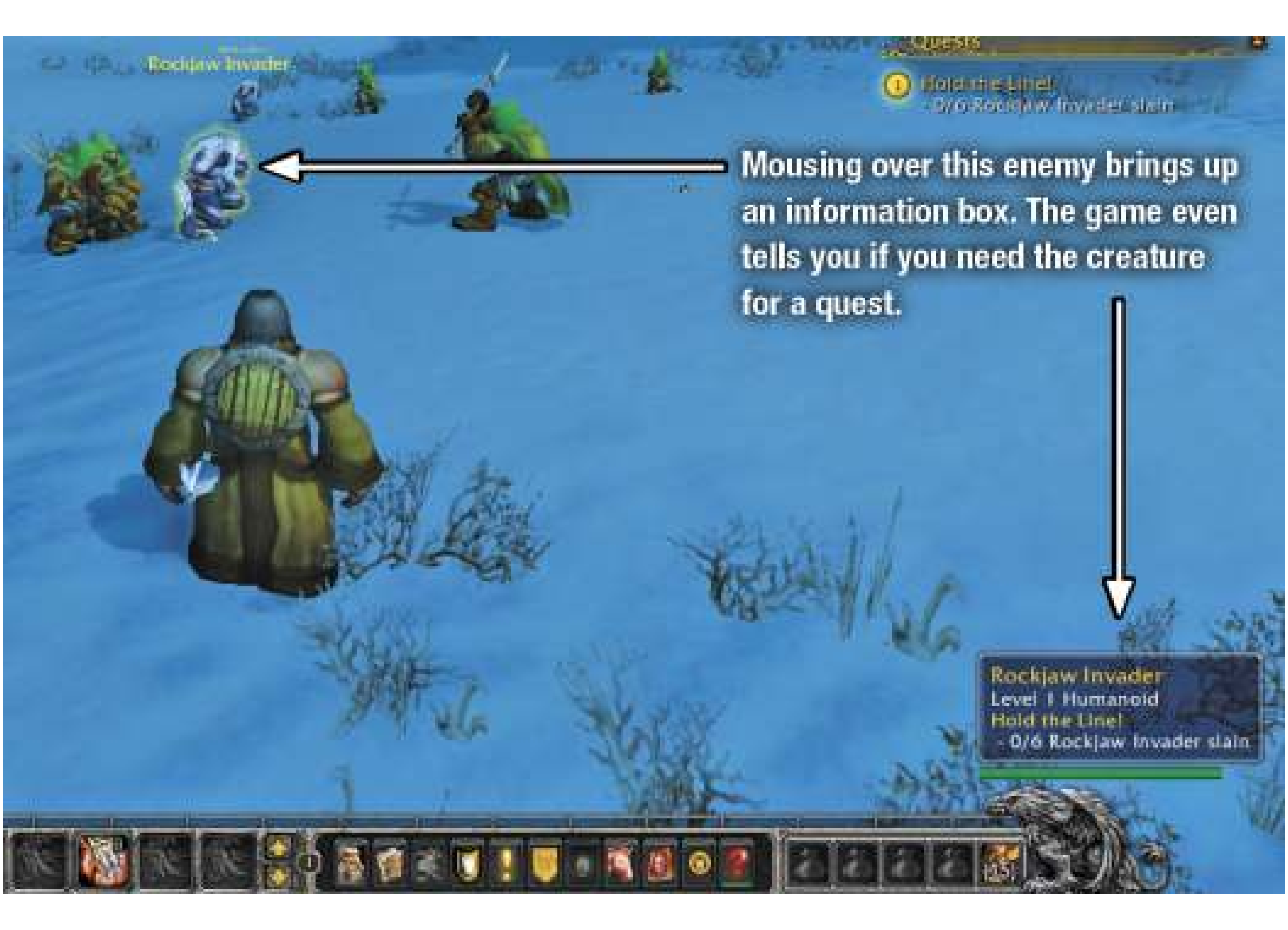
COMPLETING QUESTS

After you accept a quest, it is tracked on the screen under your minimap. The minimap is updated as well. A thick, golden arrow points in the direction you need to travel for the quest. To review a quest in greater detail, click on the quest's title. The quest summary states what is expected of you to complete a given quest.



ENEMIES

Do some exploring and put your mouse cursor over the different creatures. Look near the bottom-right corner of the screen for a small information box to appear. If the enemy is one you need for a quest, target it and start attacking!



Mousing over this enemy brings up an information box. The game even tells you if you need the creature for a quest.

Rockjaw Invader
Level 1 Humanoid
Hold the Line!
- 0/6 Rockjaw Invader slain

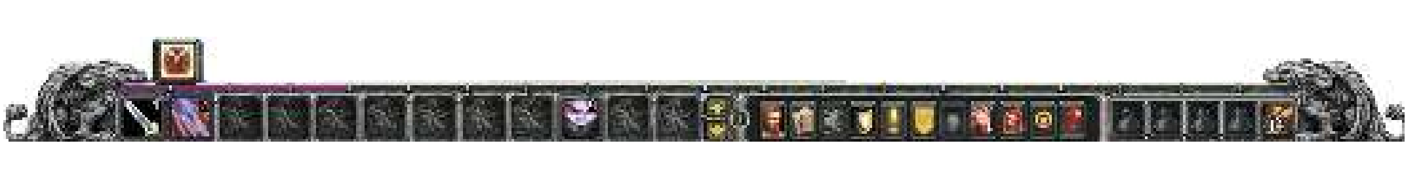
COMBAT

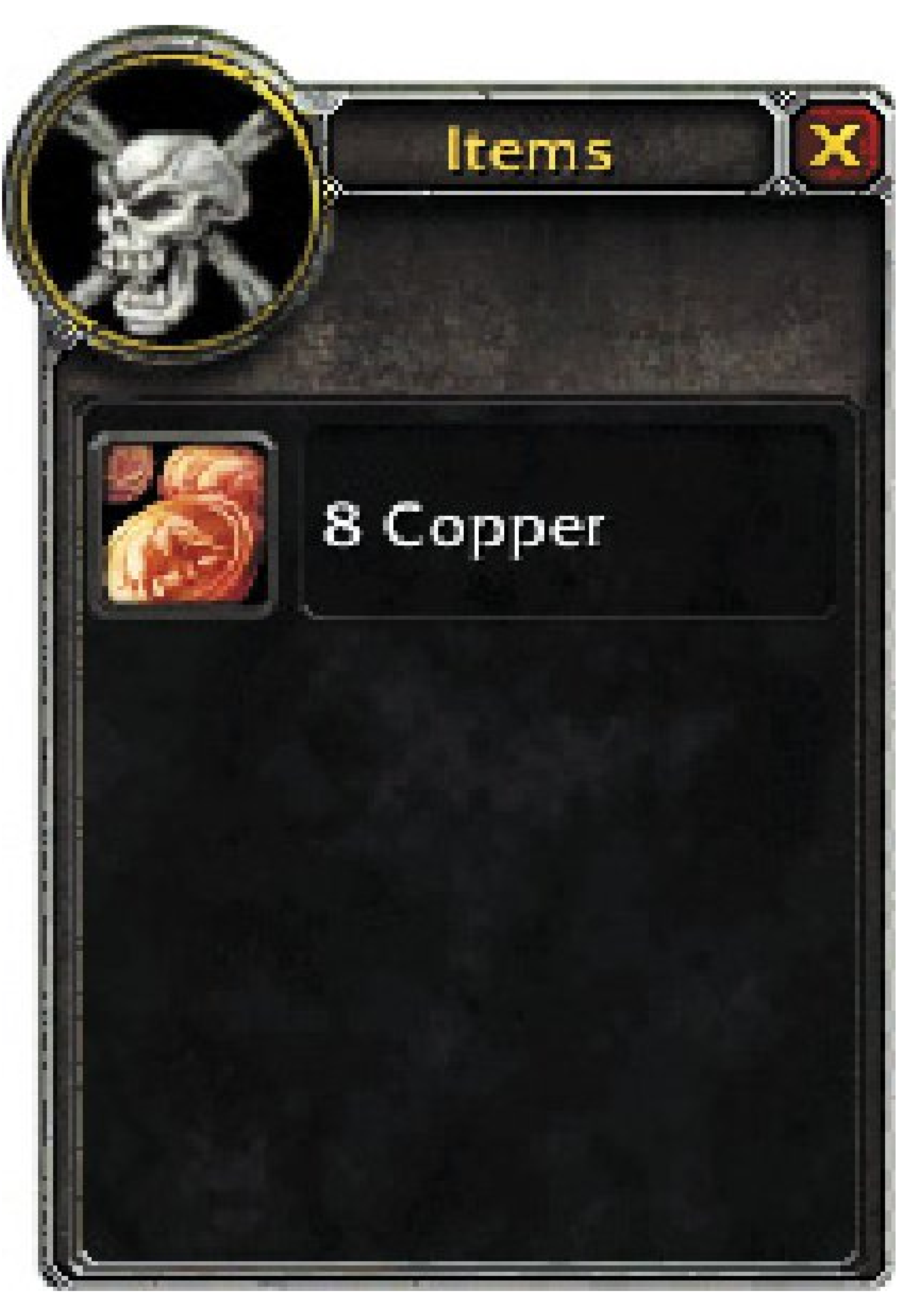
To start fighting a creature, you must first select it by left-clicking while your mouse pointer is on it. For your first fight, move close to your target and attack with your melee weapon by placing your pointer over the enemy and right-clicking your mouse one time. Hunters start with a ranged weapon, so they should attack from a few yards away. If you already selected the enemy with a left-click, press the number 1 on your keyboard to start attacking. In the starting area, you can defeat any enemy with this basic technique. But in future fights, you should start to use your character's class abilities to make things go much faster.

If you're at close range, the first attack triggers what is known as your auto-attack. This means that your character will continue to strike the enemy again and again with no further action on your part. Every character can do much more than this when you're actively fighting and using abilities, but auto-attacks are good enough to bring down early enemies.

ACTION BAR

Your Action Bar appears at the bottom of the screen. At low levels, you won't have many abilities here, but that will change as you get further into the game. All characters begin with the number 1 initiating either the starting attack for your class or a simple melee attack. There are other abilities on your Action Bar, but they are different depending on the class and race of your character.

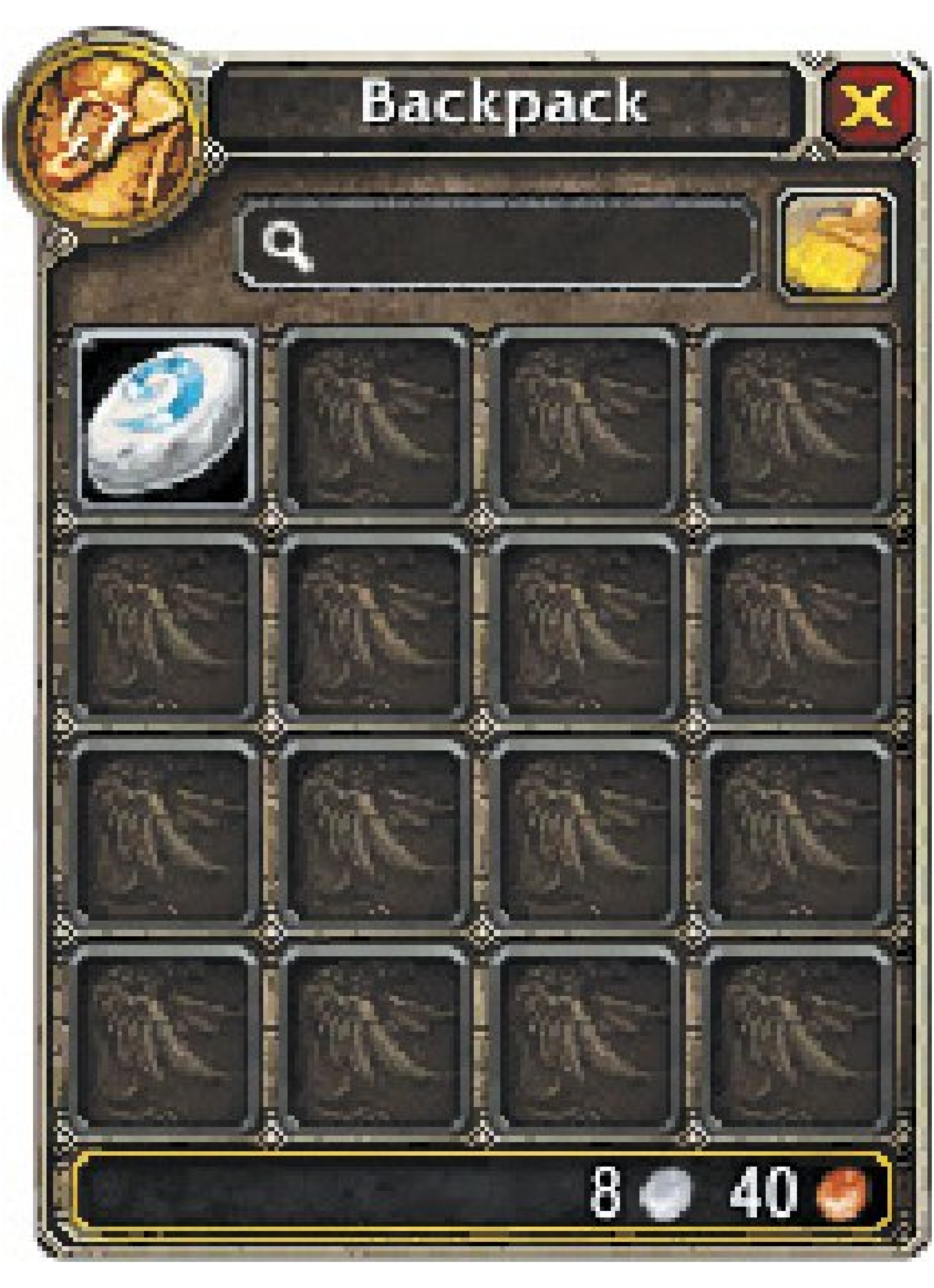




LOOT

Almost all enemies offer some kind of loot. When you have loot waiting, your dead enemy sparkles. Right-click to open the enemy loot box; then click on each item to put it into your inventory. If you press Shift and right-click at the same time, each item is sent directly to your backpack.

Some quests also award items when you complete them. These items go directly to your backpack. Any money you collect (just coppers at this point) are also stored in your backpack.



INVENTORY

Everything that your character owns will either be equipped, which means wearing it, or it will be stored in your backpack. Press the letter "b" to open your backpack and see what's inside.

As you collect items (either from killed enemies or quests), they go to your backpack. Every character starts the game with a Hearthstone, which is the blue and white item in the first slot.

USING YOUR MOUSE

The mouse pointer is your primary tool for learning about the game world. Take a moment to move your mouse pointer (which normally appears as a gloved hand) and hover over different people and objects. Your mouse cursor changes dynamically when you pass it over different people, monsters, and objects. Let your mouse do some of the exploration for you. Highlighting things ahead of time lets you avoid fights with monsters that are too powerful to defeat.

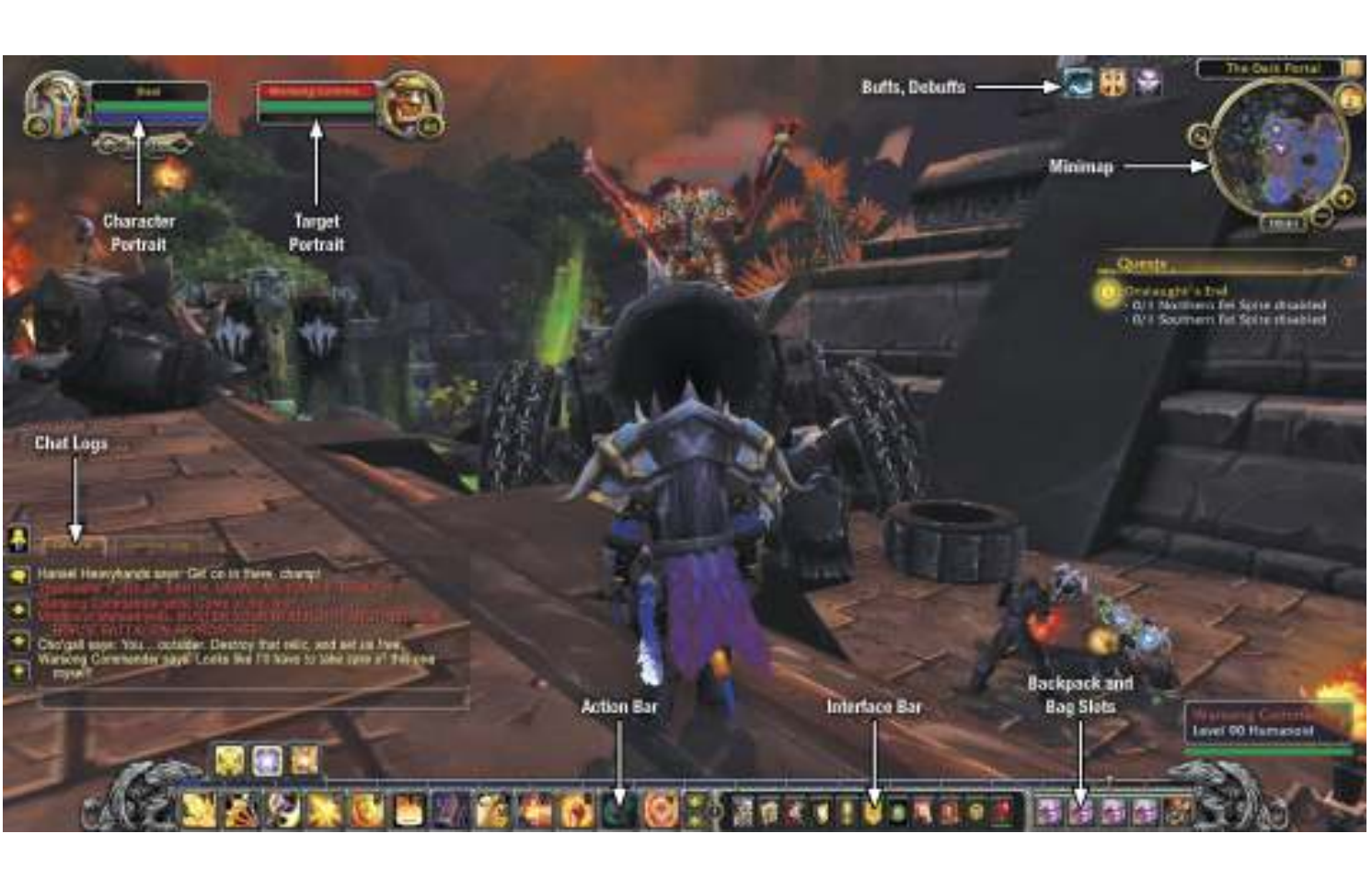
CURSOR SYMBOLS

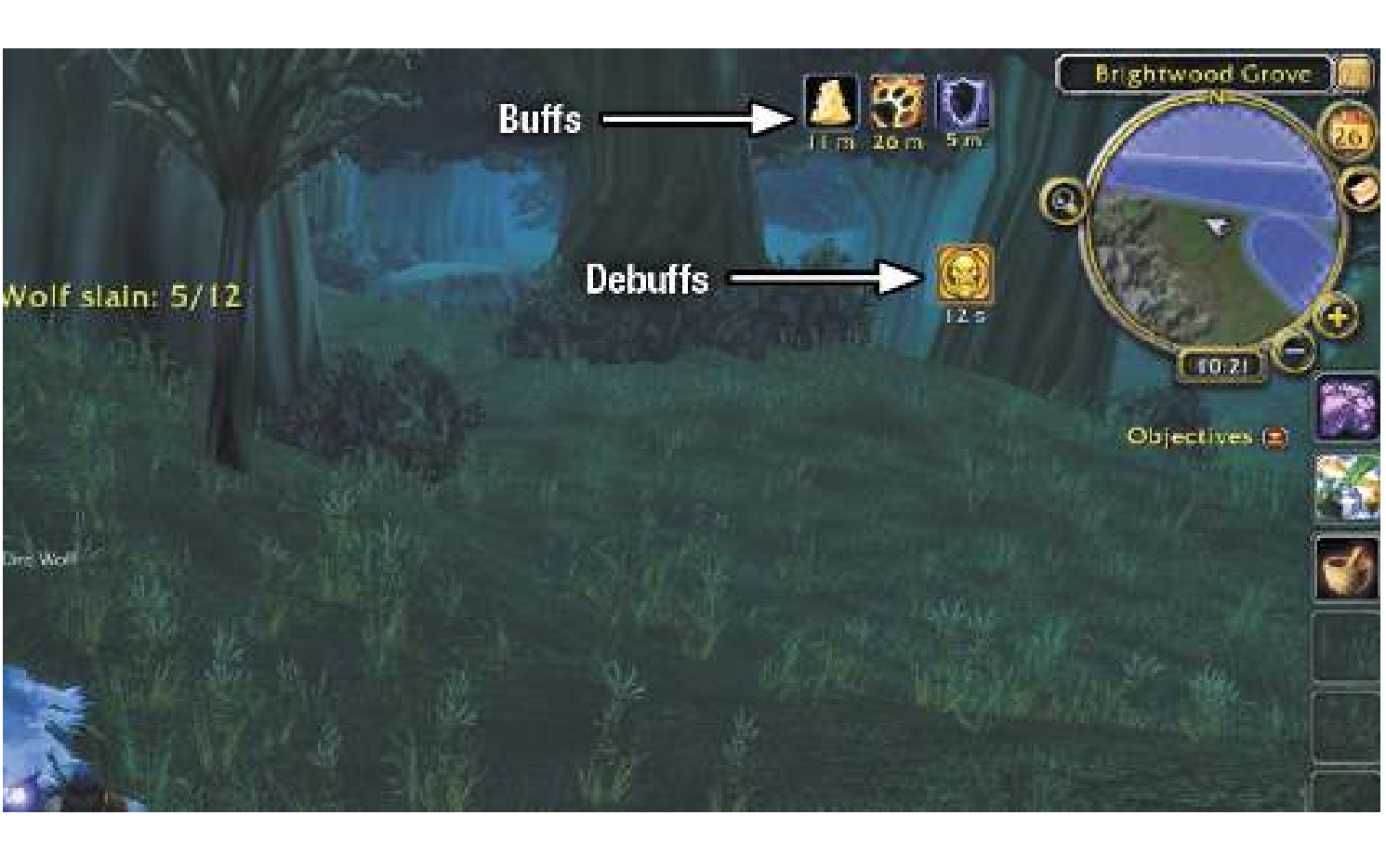
Symbol	What This Means
	Acts as a basic pointer
!	Characters who can give you quests
	Characters with whom you can speak
	Trainers who can teach you new skills
	Creatures you can attack
	Vendors or loot from corpses
	Vendors who can repair your gear
	Guards who can offer directions
	Items or objects that you can open or operate (important for quests)
✉	Items which act as a Mail Box (you can send or receive in-game mail)

THE GAME INTERFACE

The game interface is everything you use to interact with the game, including your Action Bars, chat windows, and the minimap. Press Alt and Z together, then wait a second and press them again. Everything that briefly vanished from your screen is considered part of the game interface.

You can also mouse over parts of your game interface. The information from these tooltips is invaluable as you gain levels and learn more abilities.


Character Portrait
Target Portrait
Buffs, Debuffs
Minimap
Chat Logs
Action Bar
Interface Bar
Backpack and Bag Slots


Buffs
Debuffs
Brightwood Grove
Wolf slain: 5/12
Objectives

BUFFS AND DEBUFFS

Any positive or negative effects currently in place are indicated near your minimap. These effects show up as icons. Buffs (the positive effects) are usually cast by your character or their group members. Debuffs (the negative effects) are usually cast by enemies you are fighting. If you mouse over a buff or debuff, you are given details about its effects and duration. When a buff or debuff is about to expire, the icon begins to blink.

The most important piece of information to learn about a debuff is its type (the most common are Poison, Disease, Magic, and Curse) because many classes eventually gain abilities that allow you to remove the debuff instantly.

CHARACTER PORTRAIT

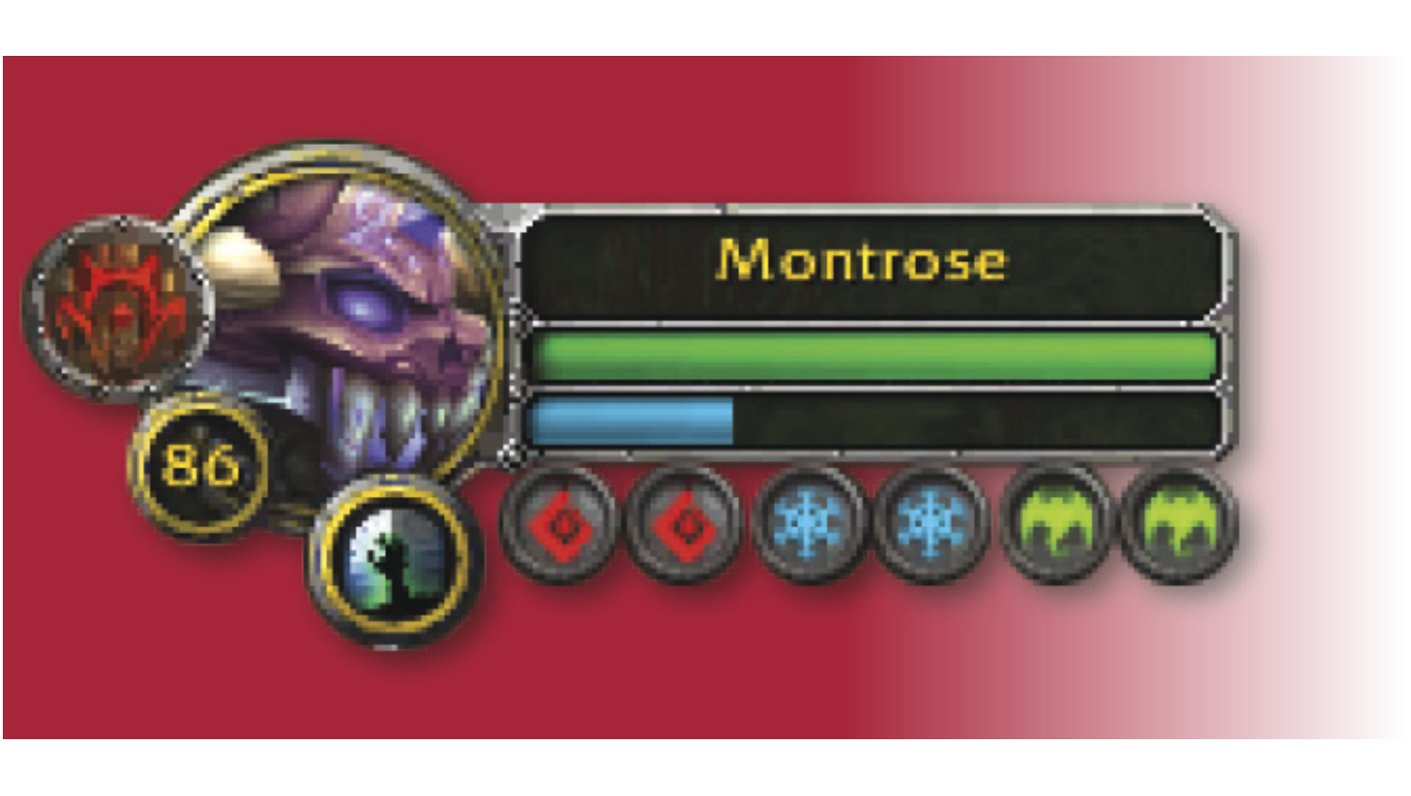
The character portrait shows your character's face, name, level, life bar, and a second bar which varies with the character's class.

Life Bar

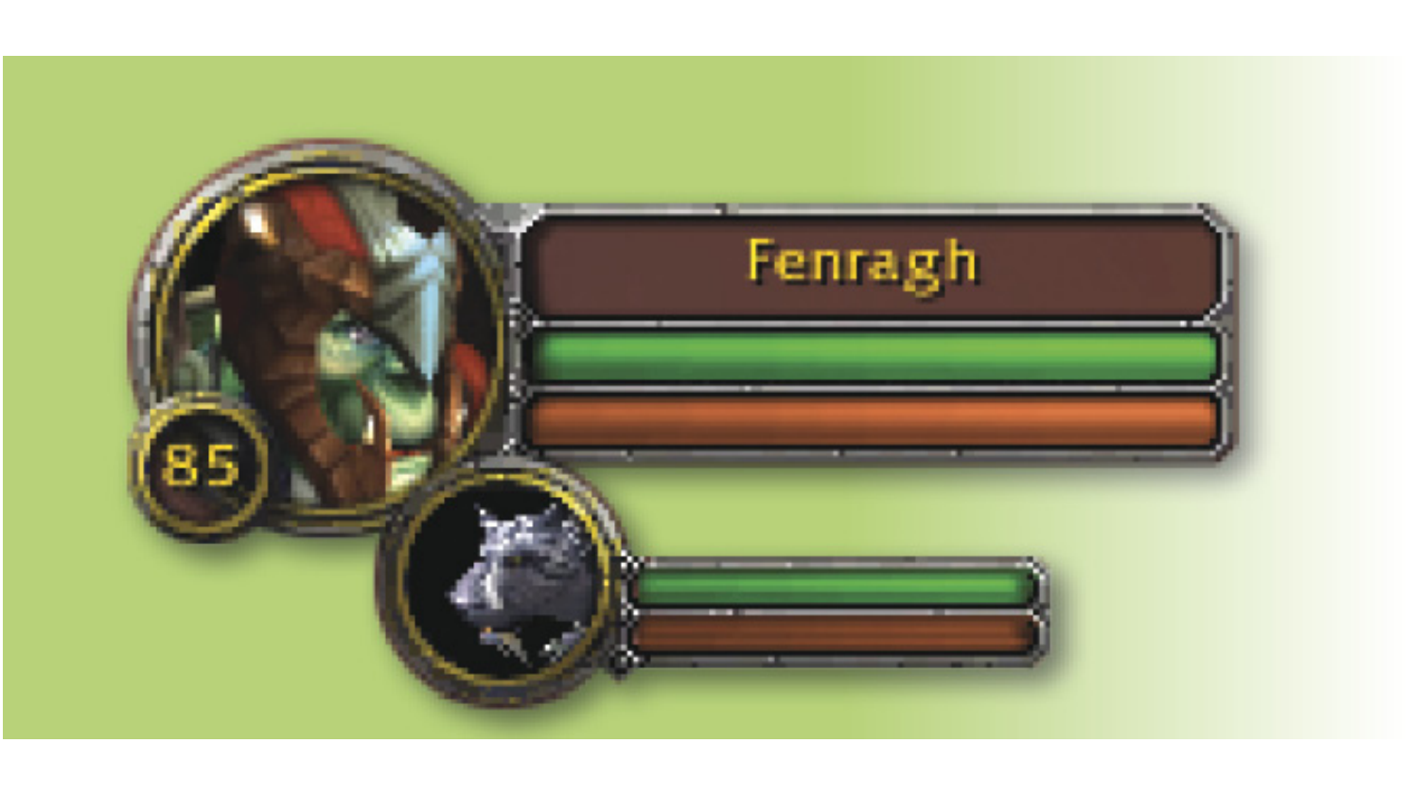
All character classes have a green health bar. If your health reaches zero, your character dies. When you're out of combat, your health gradually returns to its maximum value. Having an ally use a healing spell on you (using a healing spell on yourself works as well), or eating in-game food replenishes your character's health much faster.

Second Bar

The color of your second bar and what it represents are determined by your class. The same bars are used by all characters, enemies, monsters, and animals in the game.

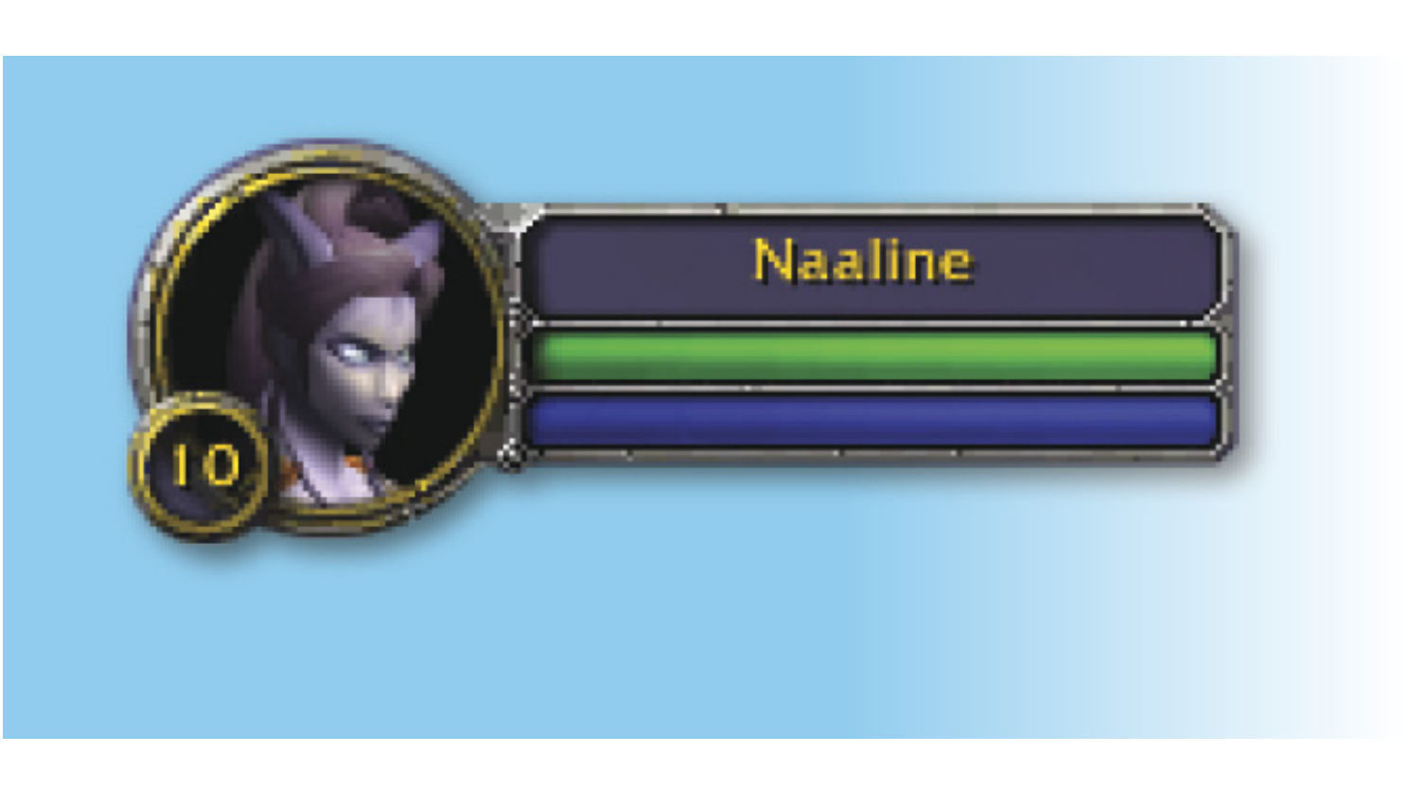

Montrose
86

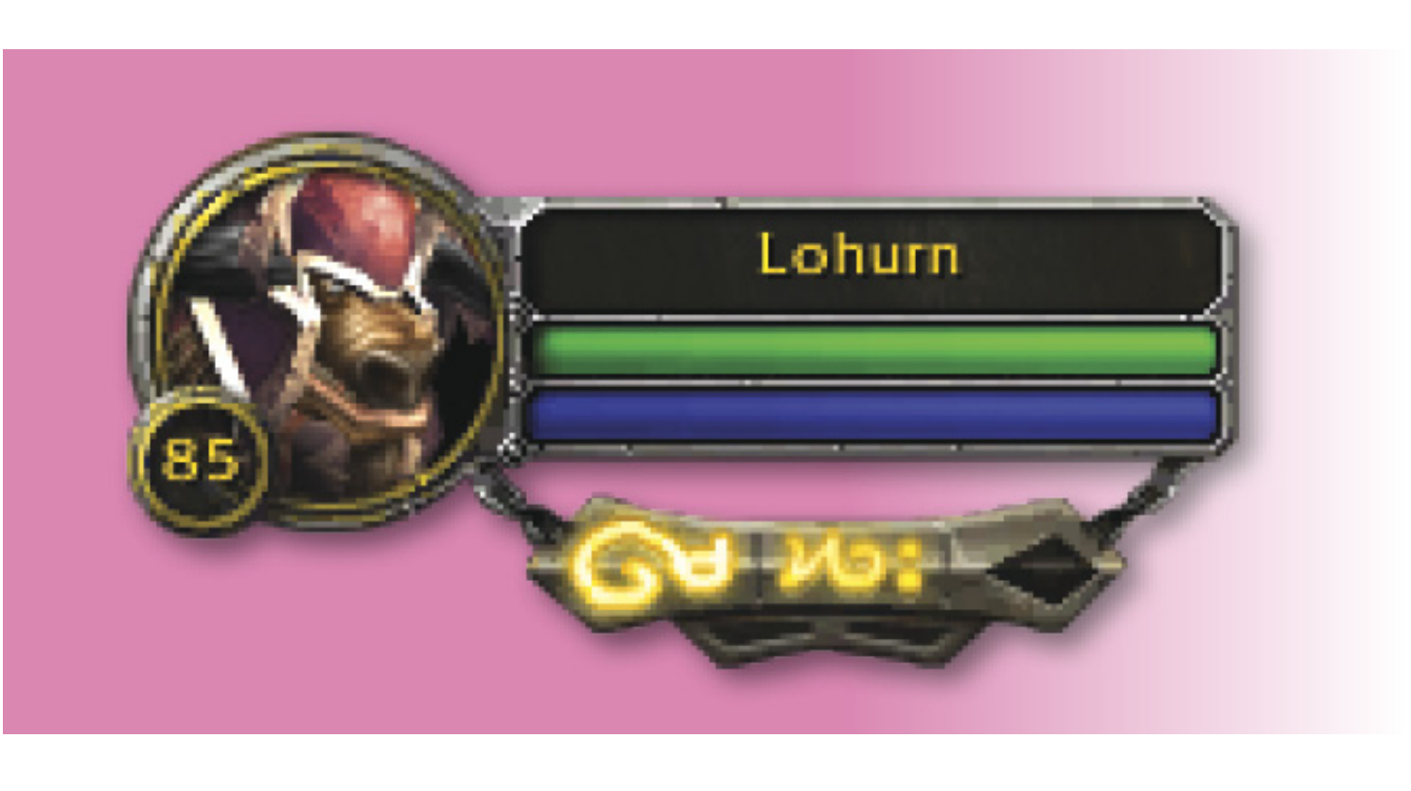
Death Knights build a resource called Runic Power by activating strikes and Runes to punish their enemies. The majority of their abilities are fueled by a combination of Runes and Runic Power.



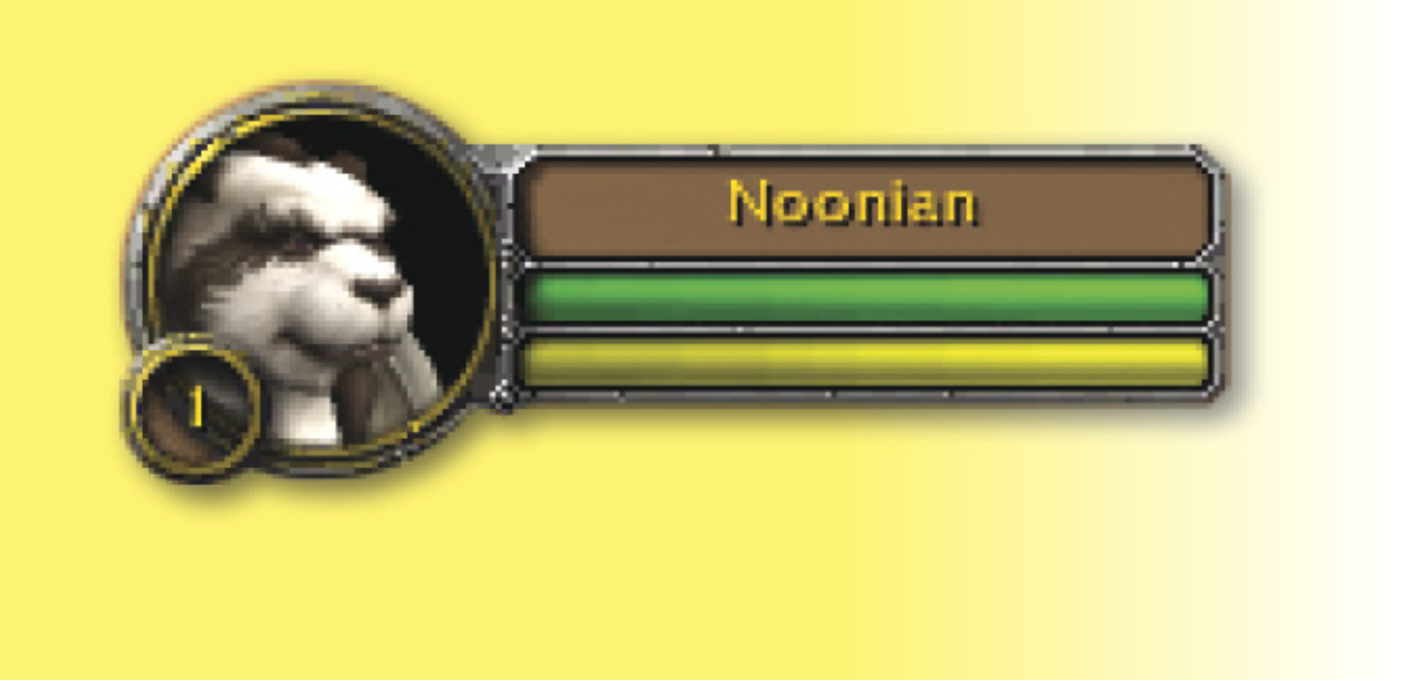
Hunters and their pets have a brown focus bar that fuels special attacks. Focus regenerates over time or with the use of abilities like Steady Shot or Cobra Shot.

Mages, Priests, and Shamans all have a blue mana bar, which fuels their spells. While mana regenerates slowly over time, the quicker way to replenish your mana is to sit and drink different types of water when you're out of combat.

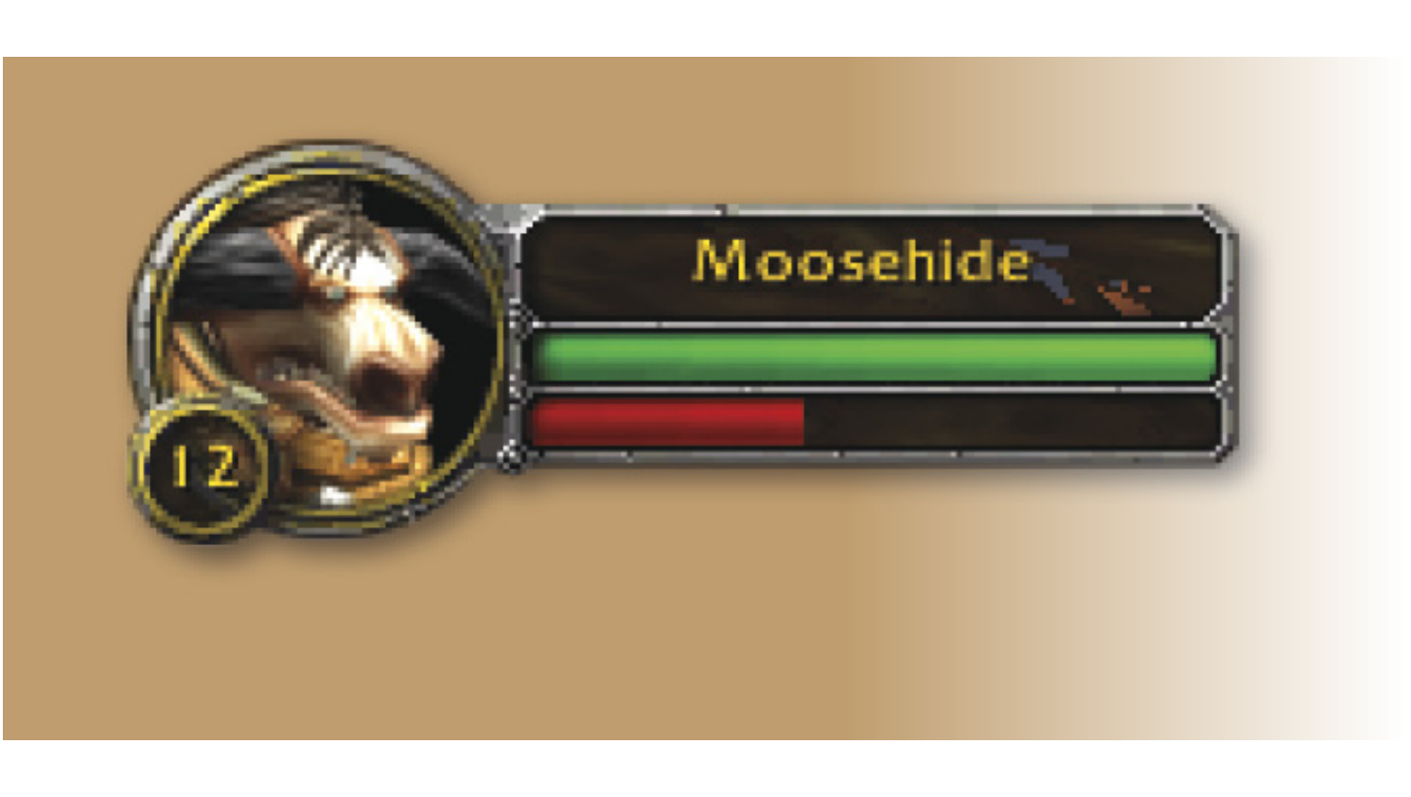




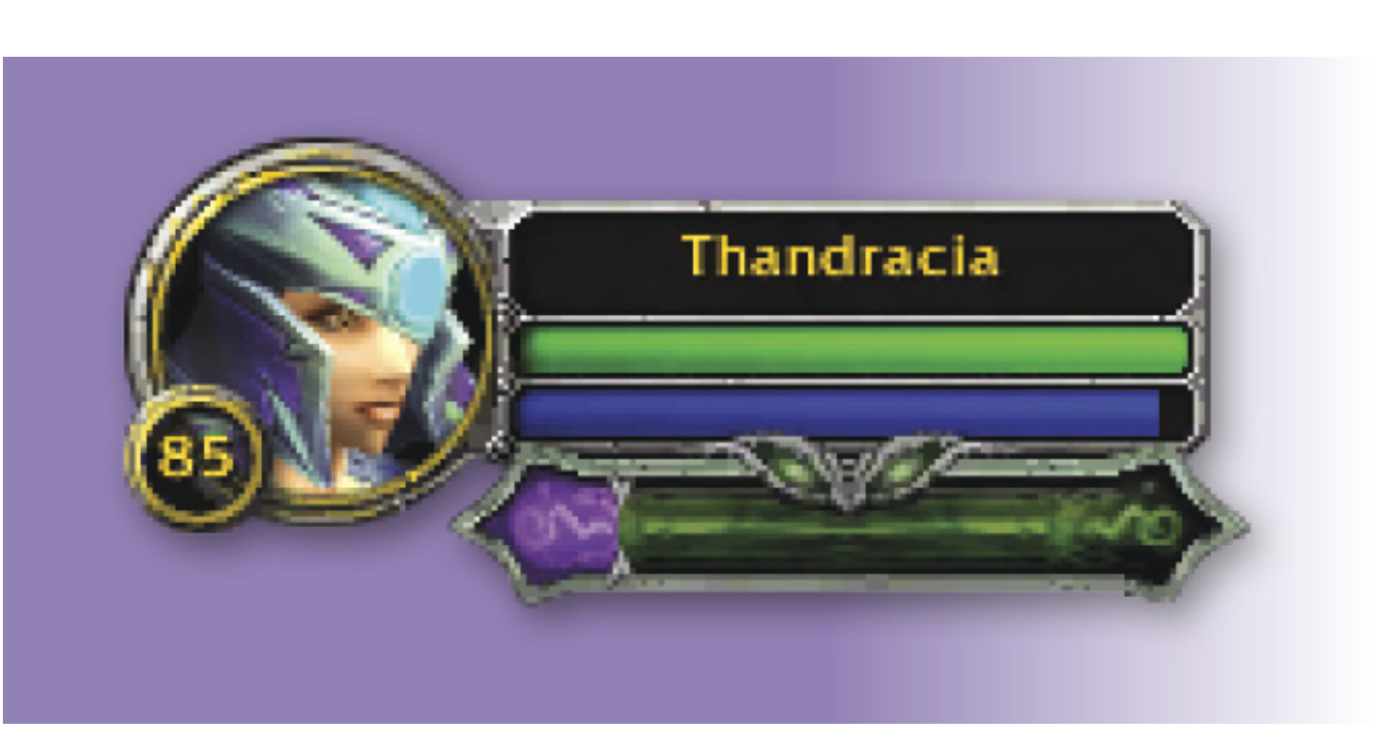
Paladins primarily use mana to fuel many of their spells; however, they also use the Holy Power resource to bolster their abilities and trigger special actions.

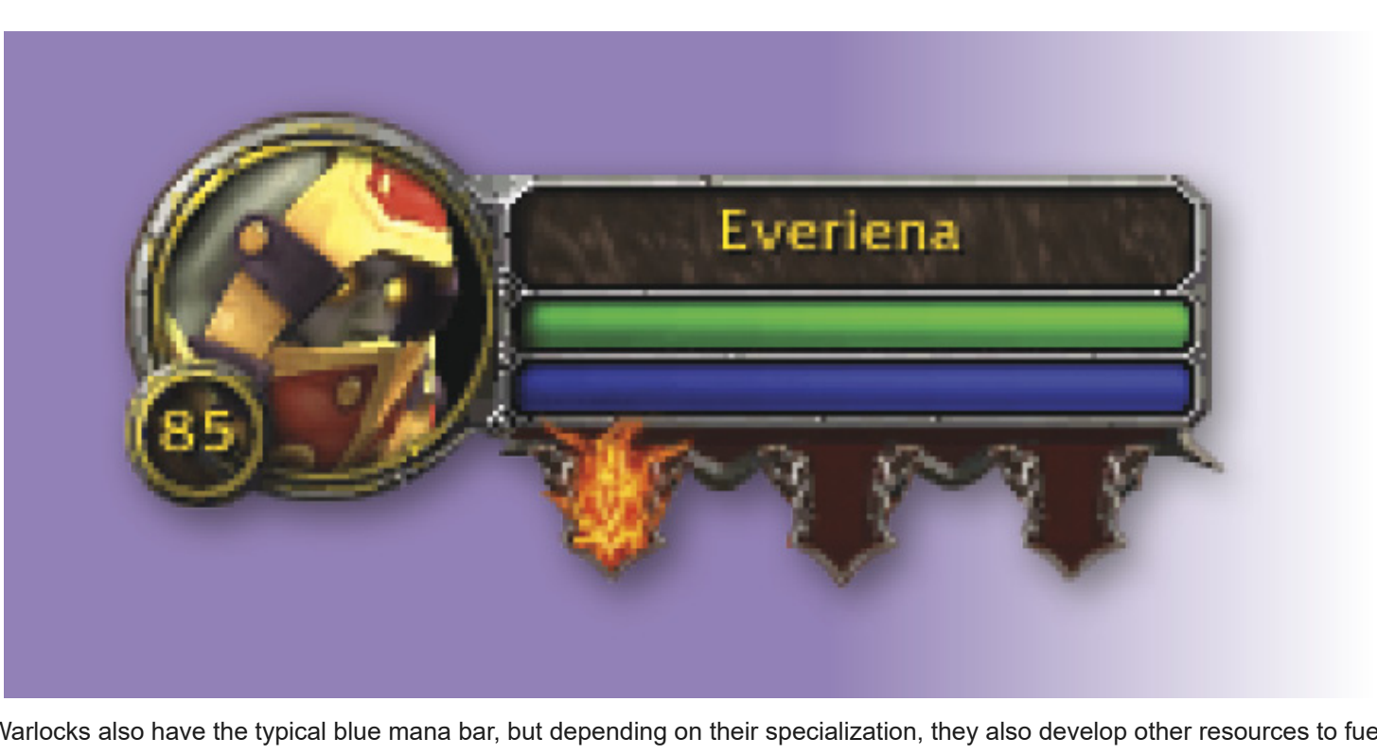


Rogues have a yellow energy bar that is consumed as the Rogue uses special combat abilities. Lost energy regenerates over time.

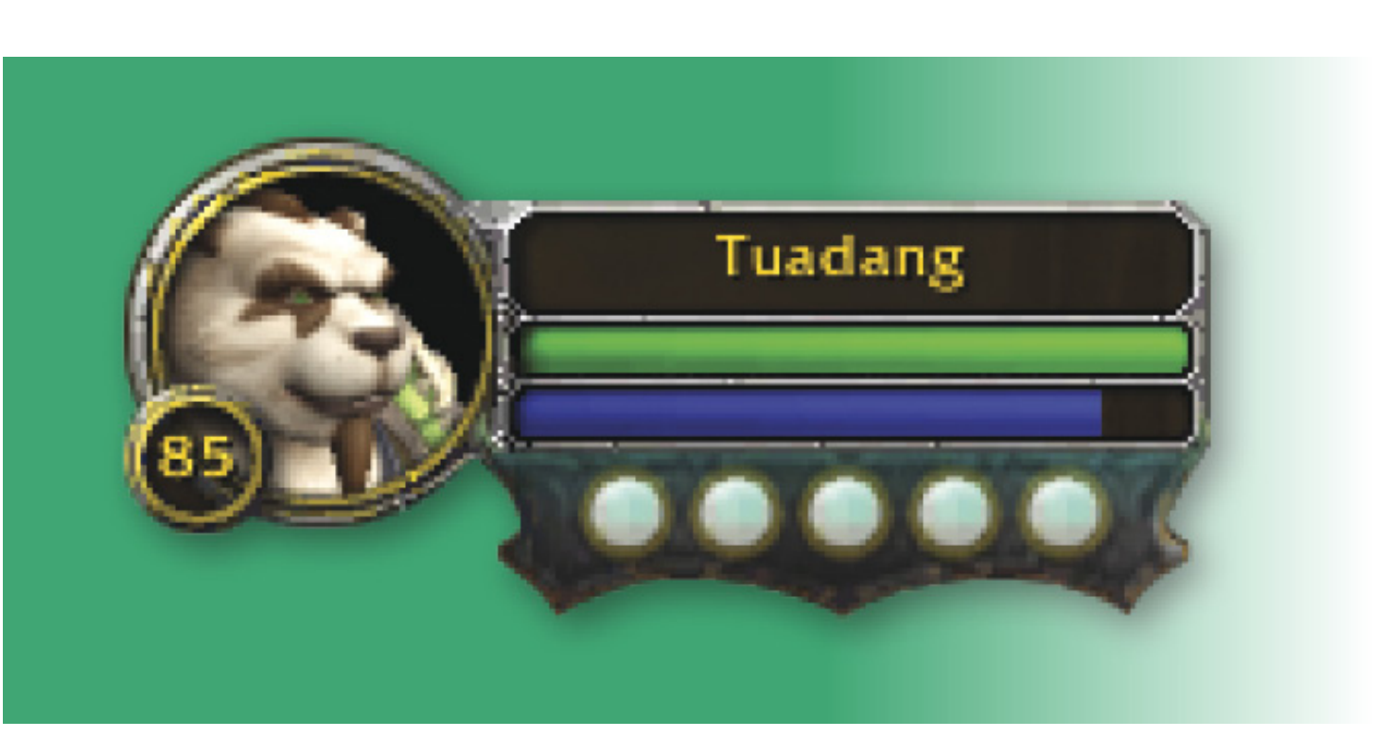

Moosehide
12

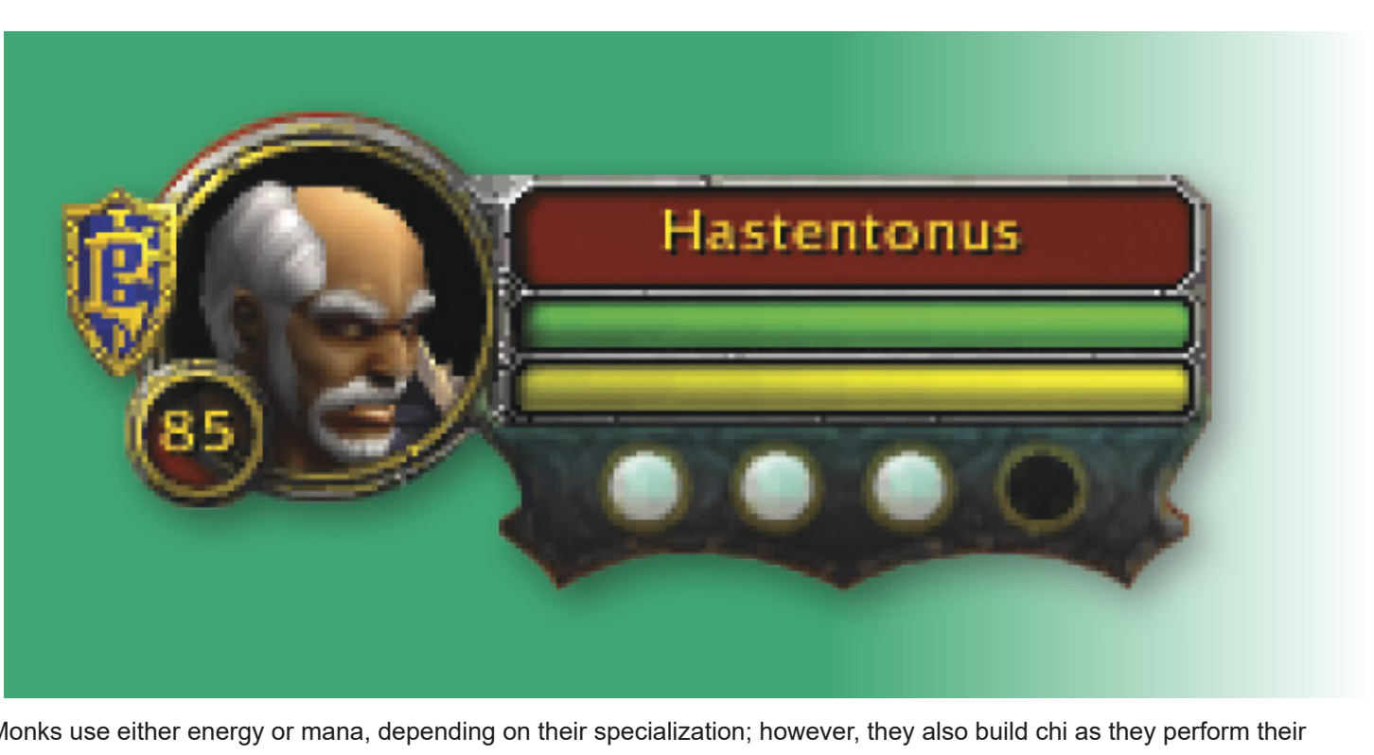
Warriors have a red rage bar, which increases as they take and deal damage. Warriors use accumulated rage to unleash their special abilities.


Thandracia
85


Everiena
85

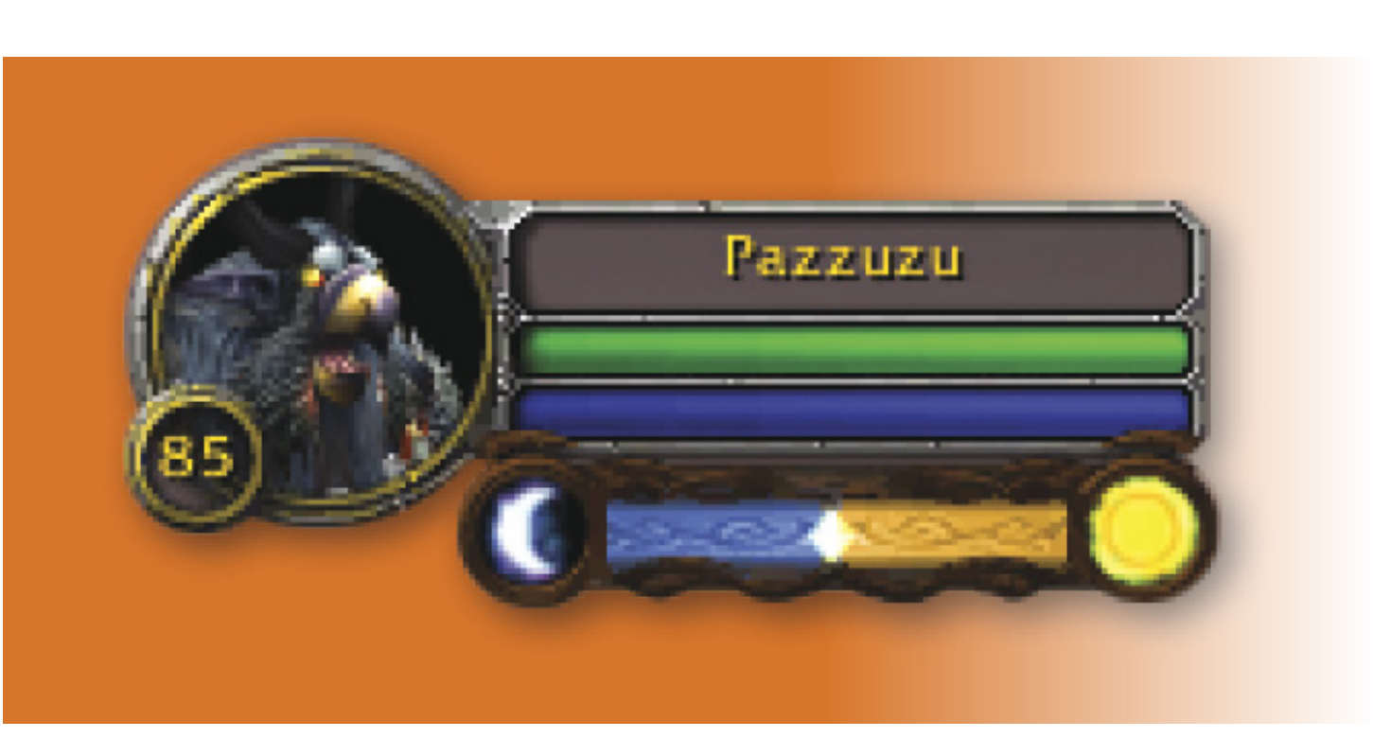
Warlocks also have the typical blue mana bar, but depending on their specialization, they also develop other resources to fuel the dark powers unleashed on their enemies.

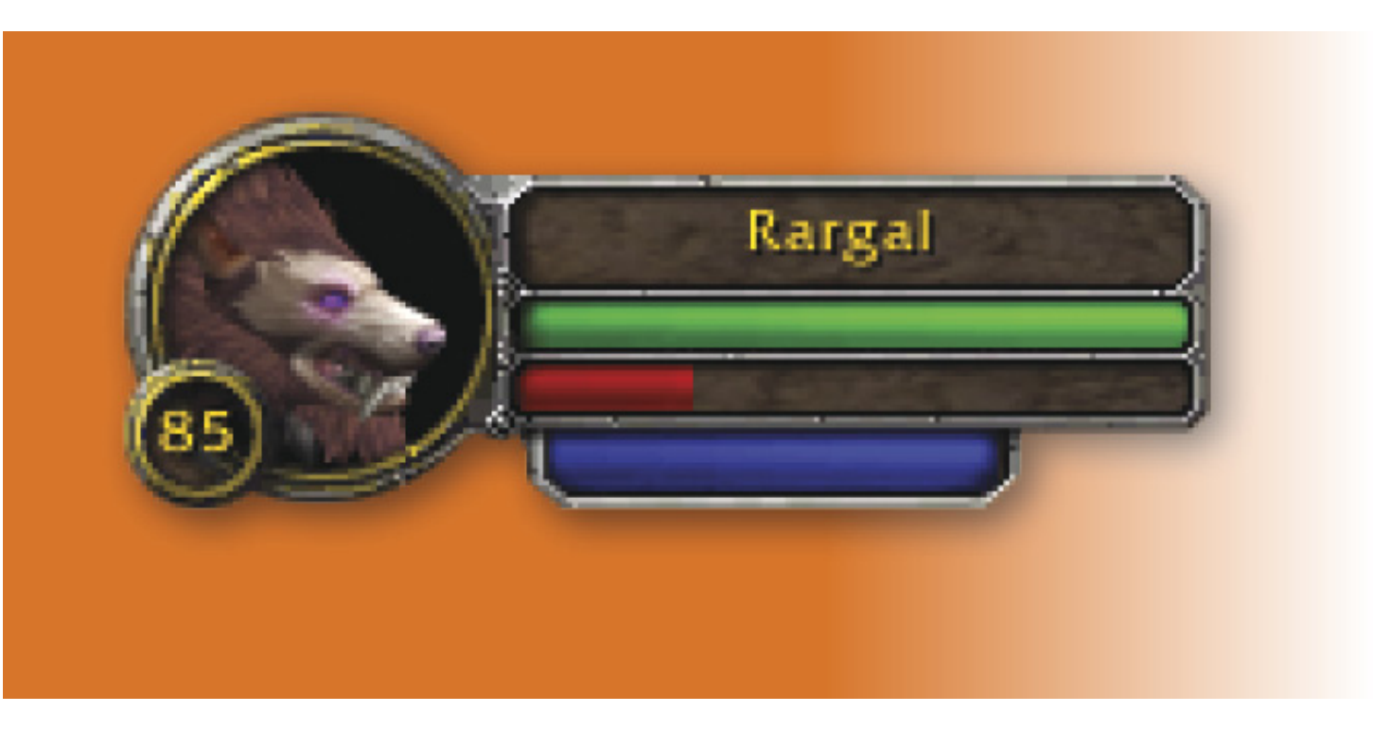


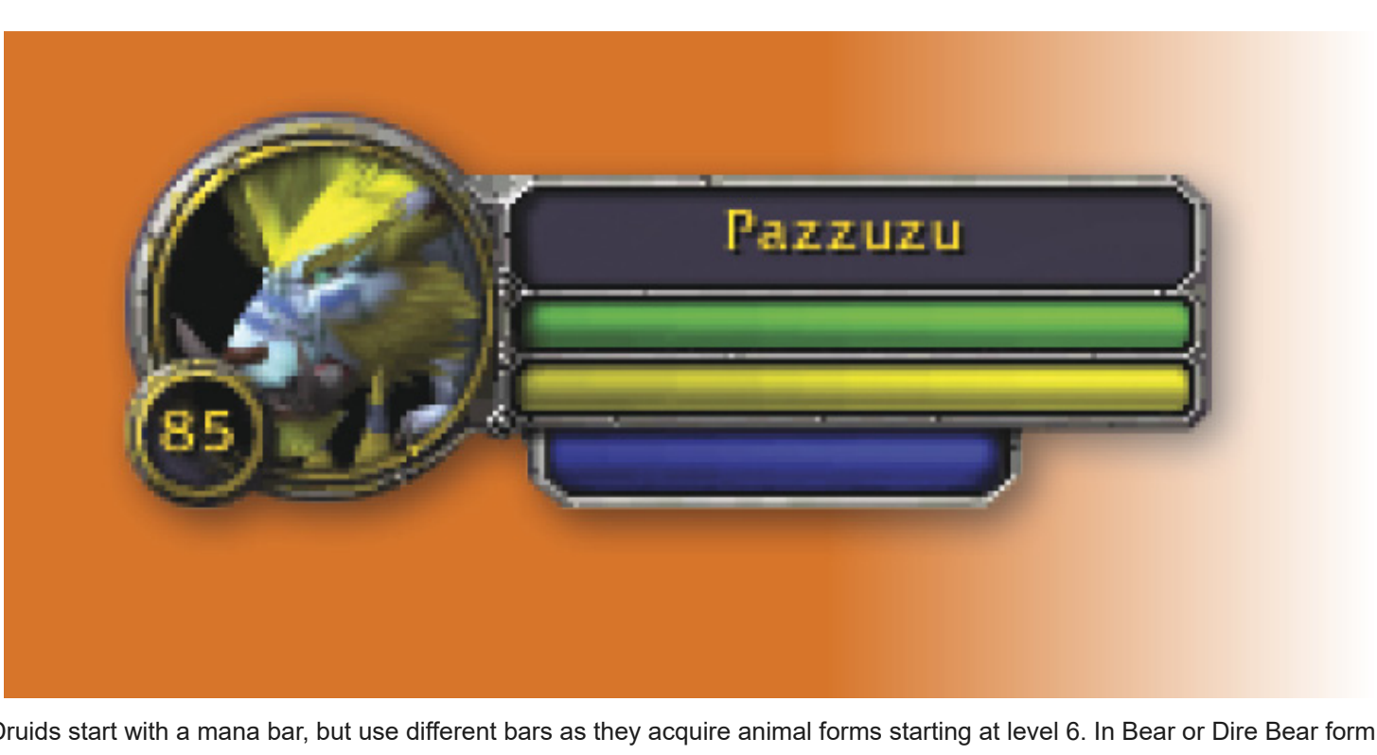

Hastentonus
85

Monks use either energy or mana, depending on their specialization; however, they also build chi as they perform their mystical arts. Chi allows the Monk to augment special abilities as their life energy flows.

DRUIDS

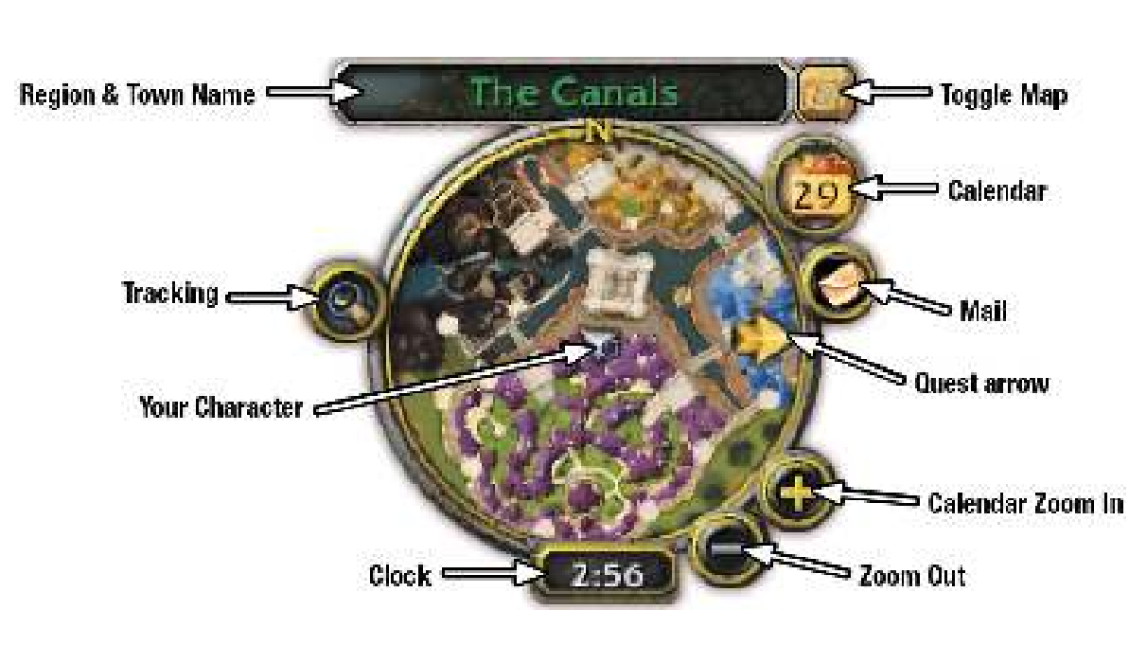






Druids start with a mana bar, but use different bars as they acquire animal forms starting at level 6. In Bear or Dire Bear form, Druids use a rage bar. In Cat form, Druids use an energy bar.

MINIMAP BUTTONS

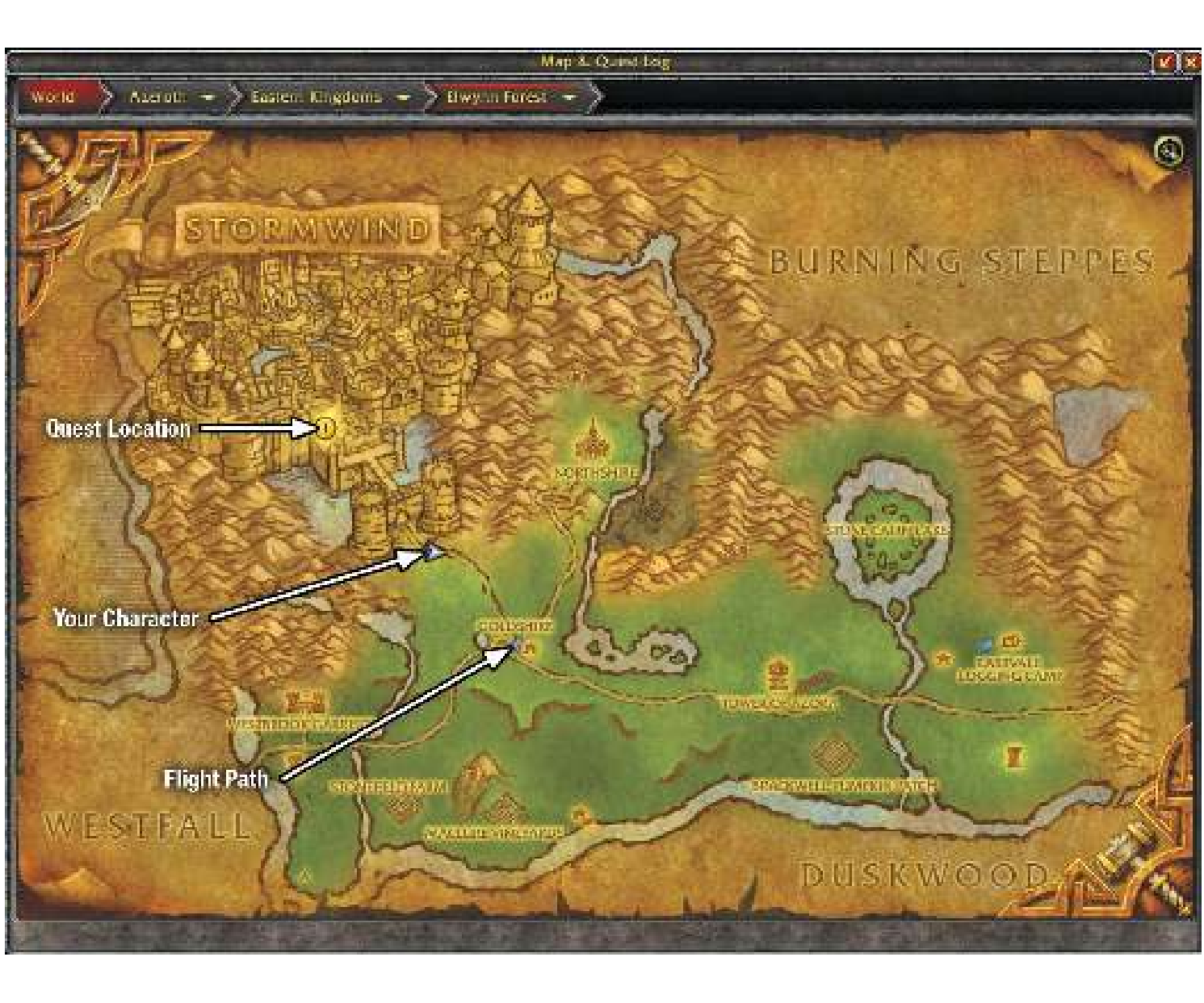

Region & Town Name
The Canals
Toggle Map
Calendar
Tracking
Mail
Your Character
Quest arrow
Calendar Zoom In
Clock
2:56
Zoom Out

Tracking

The smaller circle on the top-left is a menu that allows you to track different things. Click on the circle to get a drop-down menu of all the things your character can track. If you click on something specific to track, such as Food & Drink, any nearby vendors selling Food & Drink appear on your minimap.

Toggle Map

This button opens a map of your current region, and it also displays active quests in the region. Locations you've found appear on the map; undiscovered locations remain obscured until you find them. You can also press the letter "m" to bring this up at any time.


Map & Quest Log
World
Azeroth
Eastern Kingdoms
Elwynn Forest
STORMWIND
BURNING STEPPES
Quest Location
Your Character
Flight Path
WESTFALL
DUSKWOOD

UNDER ATTACK?

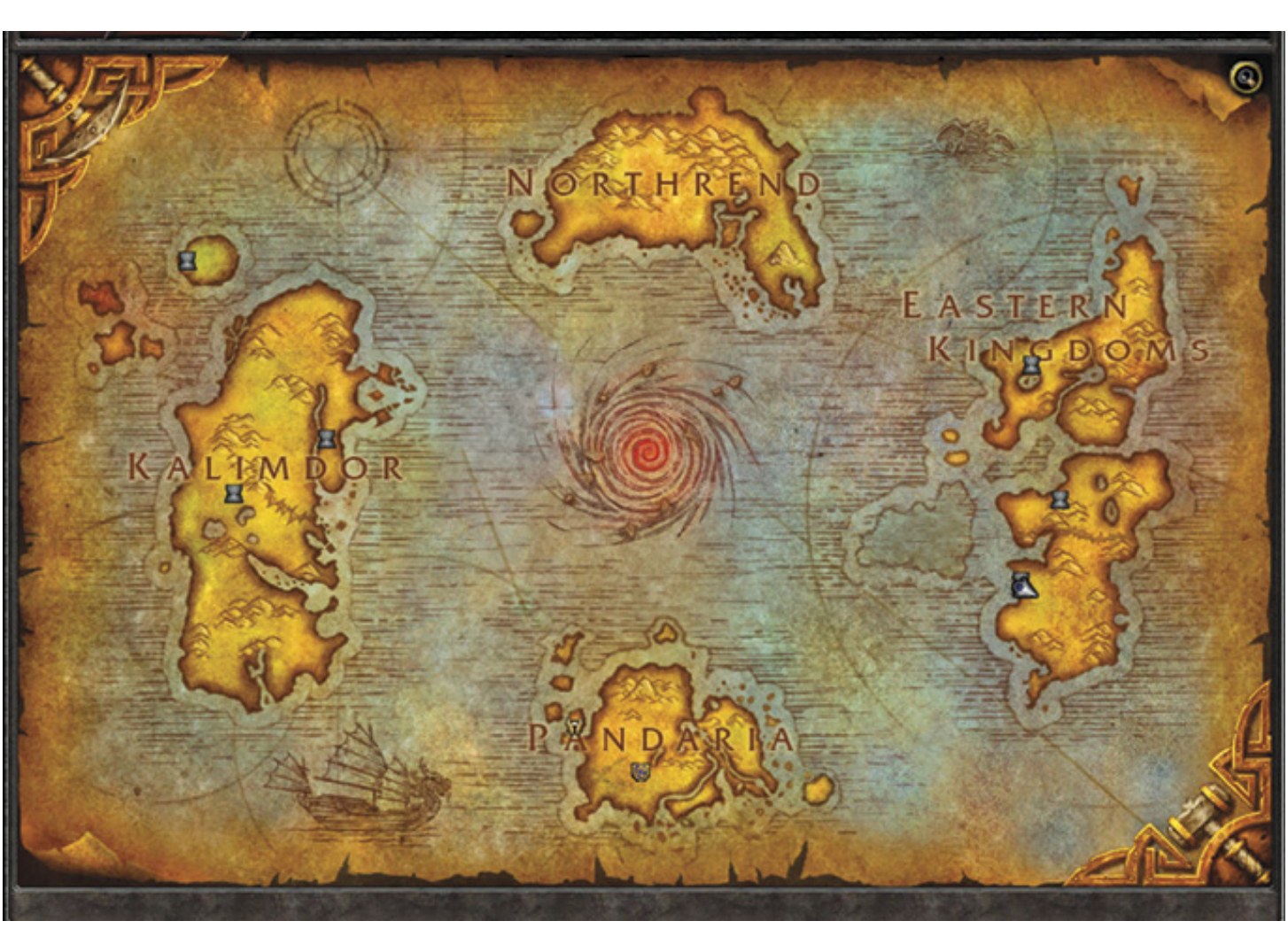
The game never pauses, so you can be attacked while staring at the map. If this happens, the map screen is surrounded by a red flashing border to let you know that something is chewing on your leg.

MORE ON MAPS

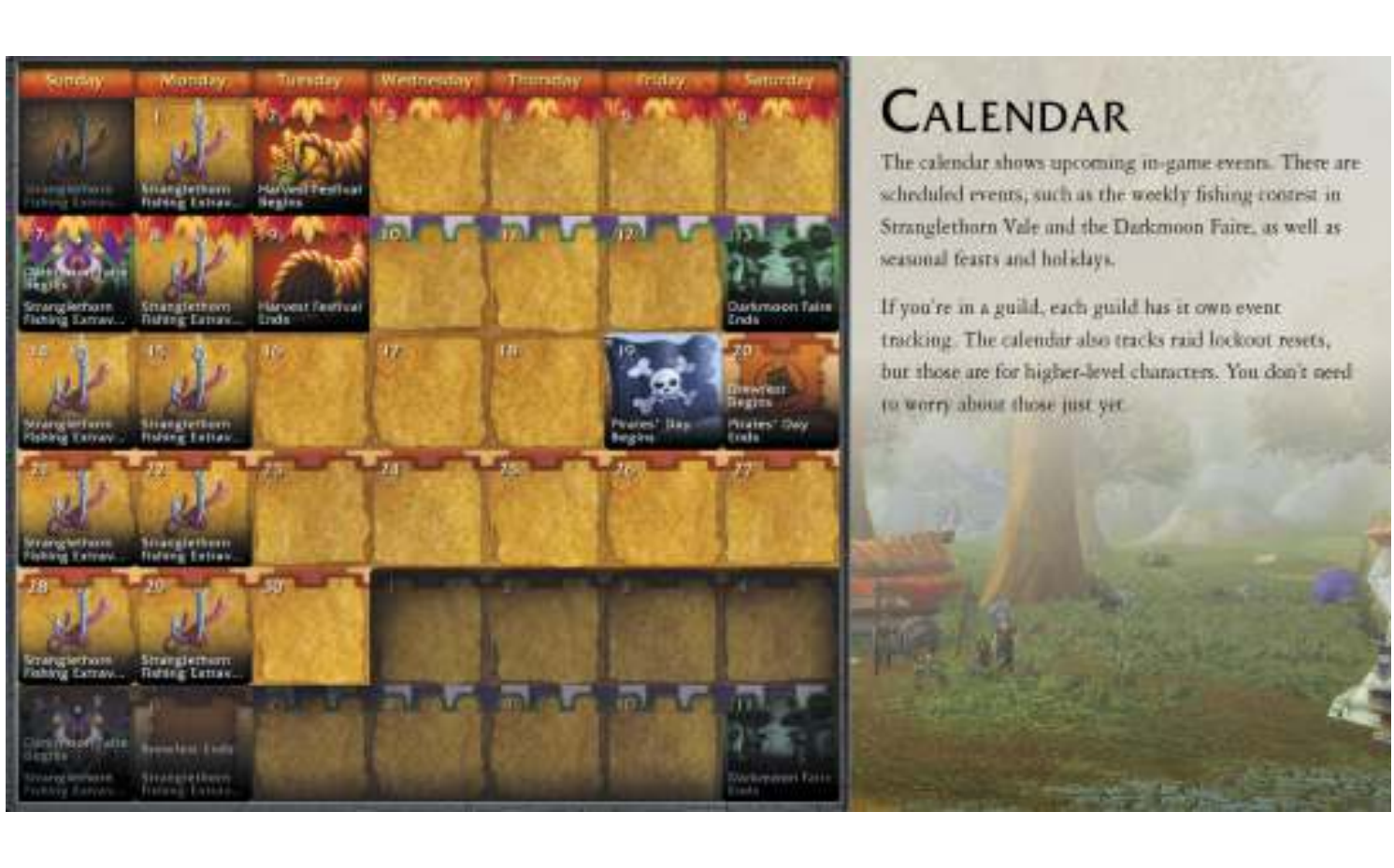
One right-click on your region map opens a map of the continent. Clicking the World Map button on the minimap does the same. A second right-click opens the continent-wide map. A third right-click opens the map of the entire world. Left-click on parts of the world map to zoom in to that area.

STORMWIND
BURNING STEPPES
WESTFALL
DUSKWOOD

THE GREAT SEA
THE FORBIDDING SEA
EASTERN KINGDOMS


NORTHREND
KALIMDOR
EASTERN KINGDOMS
PANDARIA

DRAENOR
OUTLAND
AZEROTH


Sunday
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday

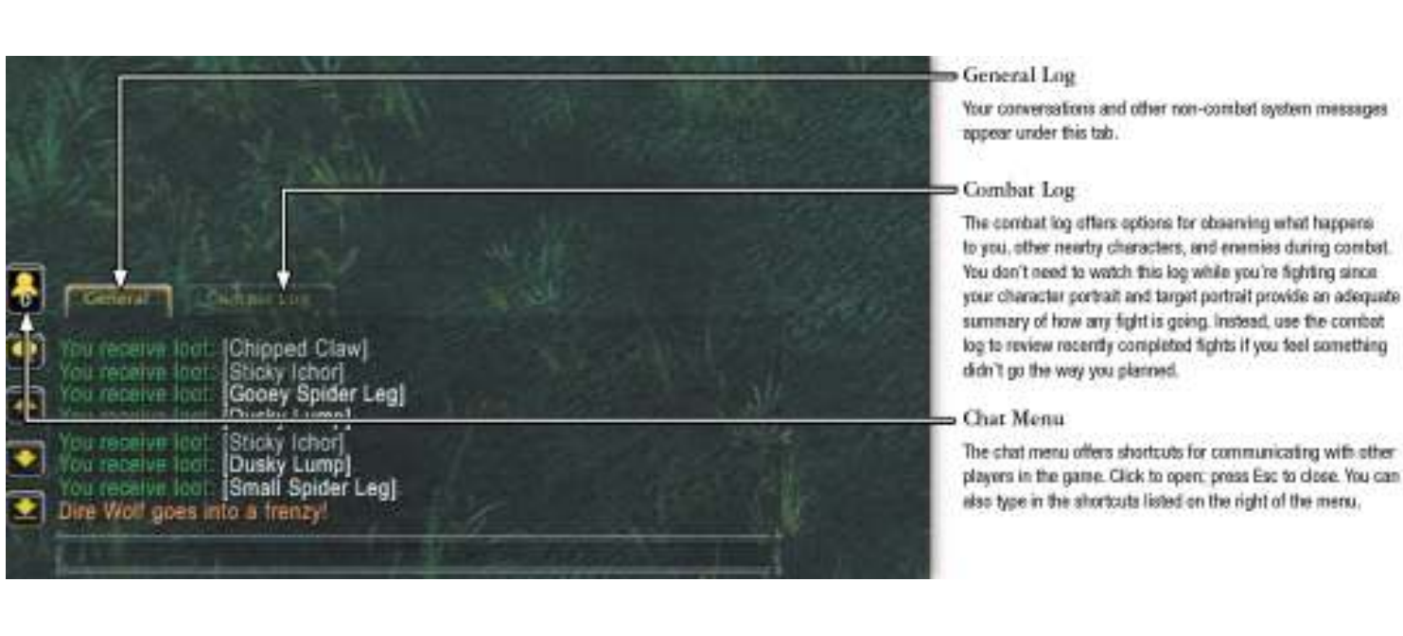
CALENDAR

The calendar shows upcoming in-game events. There are scheduled events, such as the weekly fishing contest in Stranglethorn Vale and the Darkmoon Faire, as well as seasonal feasts and holidays.

If you're in a guild, each guild has it own event tracking. The calendar also tracks raid lockout resets, but those are for higher-level characters. You don't need to worry about those just yet.

CHAT LOGS

If you mouse over the chat log area, the chat tabs appear. By default, the general log is visible. This displays announcements and the General and Local Defense channels for your region.


General
Combat Log

You receive loot: [Chipped Claw]
You receive loot: [Sticky Ichor]
You receive loot: [Gooey Spider Leg]
You receive loot: [Sticky Ichor]
You receive loot: [Dusky Lump]
You receive loot: [Small Spider Leg]
Dire Wolf goes into a frenzy!

General Log
Your conversations and other non-combat system messages appear under this tab.

Combat Log
The combat log offers options for observing what happens to you, other nearby characters, and enemies during combat. You don't need to watch this log while you're fighting since your character portrait and target portrait provide an adequate summary of how any fight is going. Instead, use the combat log to review recently completed fights if you feel something didn't go the way you planned.

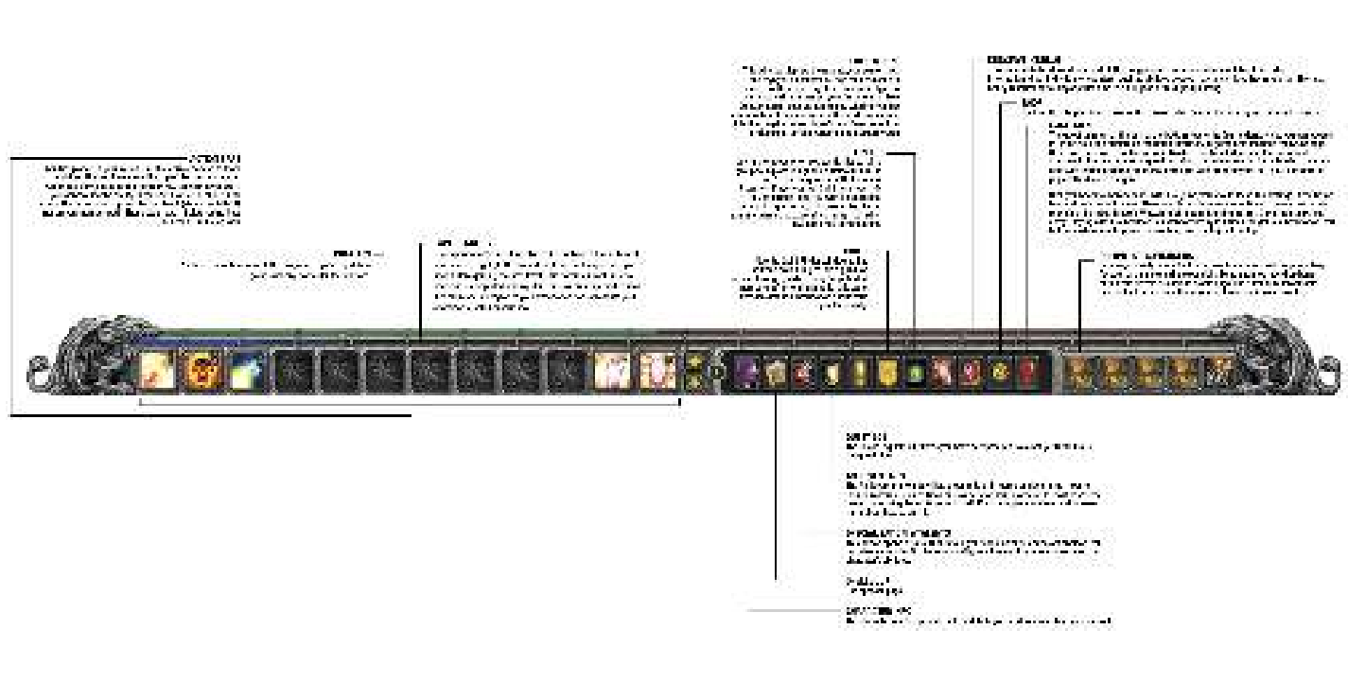
Chat Menu
The chat menu offers shortcuts for communicating with other players in the game. Click to open; press Esc to close. You can also type in the shortcuts listed on the right of the menu.

INTERFACE BAR

OPENING AND CLOSING WINDOWS

To open a window, click on the button associated with that window or use the shortcut key. Hover over a button and look for the letter in parenthesis to find out its shortcut key. Press the same button or key to close a window that was previously opened.

You can have multiple windows open at once, and if you want to close everything at the same time, just hit Esc.



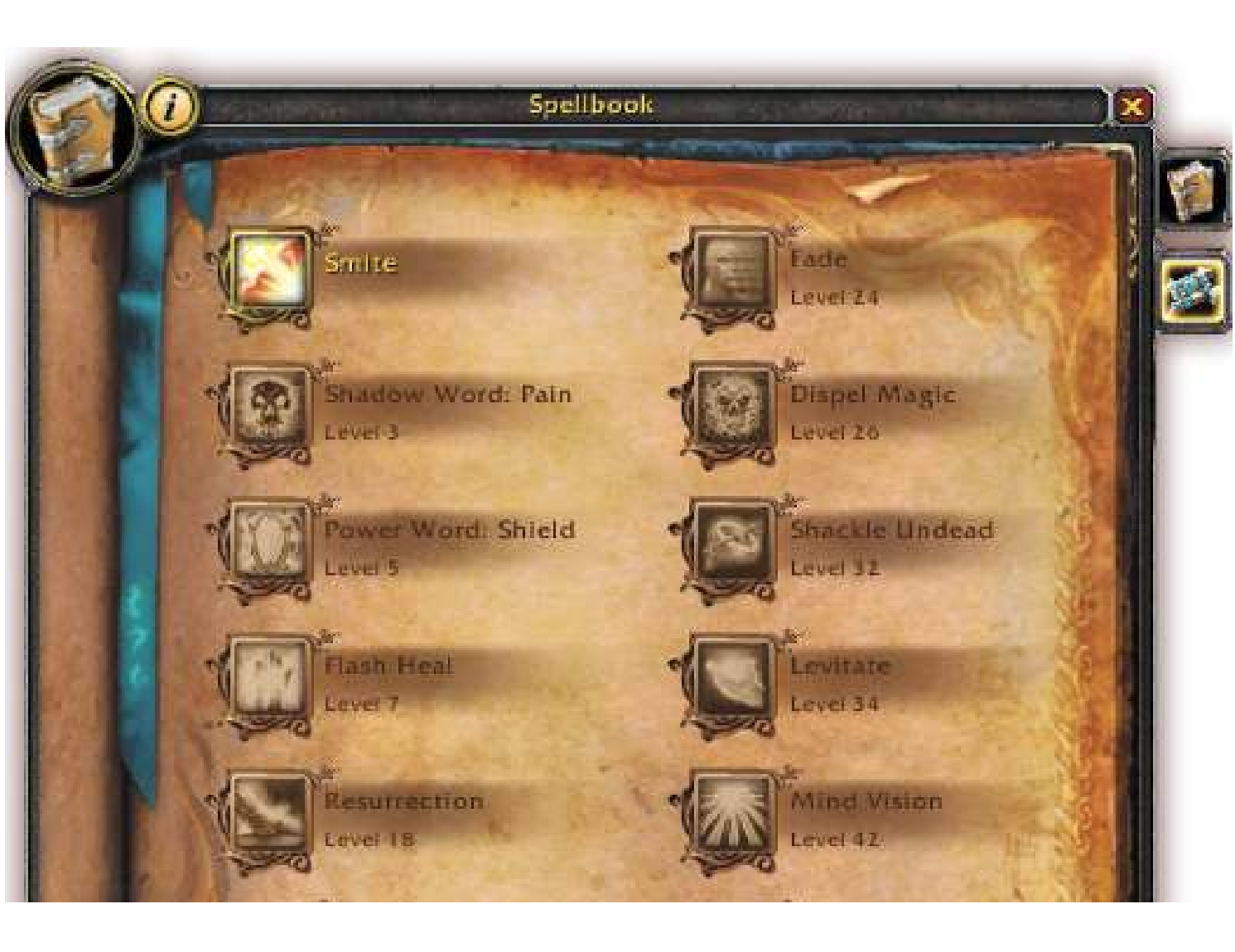
RESTED

All characters start the game in a Normal state. However, if you log out, your character "sleeps" and goes into a Rested state. The next time you log in, there will be a notch on your XP bar that indicates how much Rest XP you have accumulated. Logging out in an Inn or a city adds Rest XP at a much greater rate than logging out in the open. The easiest way to tell if you're in the right place is to look at your character portrait. If your name is flashing yellow, you are in the right spot.

While you are Rested, you earn twice the experience you would normally gain from slaying a monster; the experience earned from turning in completed quests is unchanged. You become less rested as you kill monsters. When your XP bar catches up with your Rest Marker, you feel Normal.

SPELLBOOK & ABILITIES

Your Spellbook (opened with "p") lists all the spells and abilities that your character has acquired, along with ones that will be available as your character gains levels. The Spellbook has various tabs that organize your spells by type. When you start the game, all your character's active spells are already in your Action Bar. When characters reach level 10 and can select a specialization, the icons for each specialization appear on the Spellbook.


Spellbook
Smite
Fade
Level 24
Shadow Word: Pain
Level 3
Dispel Magic
Level 26
Power Word: Shield
Level 5
Shackle Undead
Level 32
Flash Heal
Level 7
Levitate
Level 34
Resurrection
Level 18
Mind Vision
Level 42

Introduction

Controlling Your Character

In this section, you learn more about controlling your field of vision in the game and moving your character around the environment.

BASIC MOVEMENT

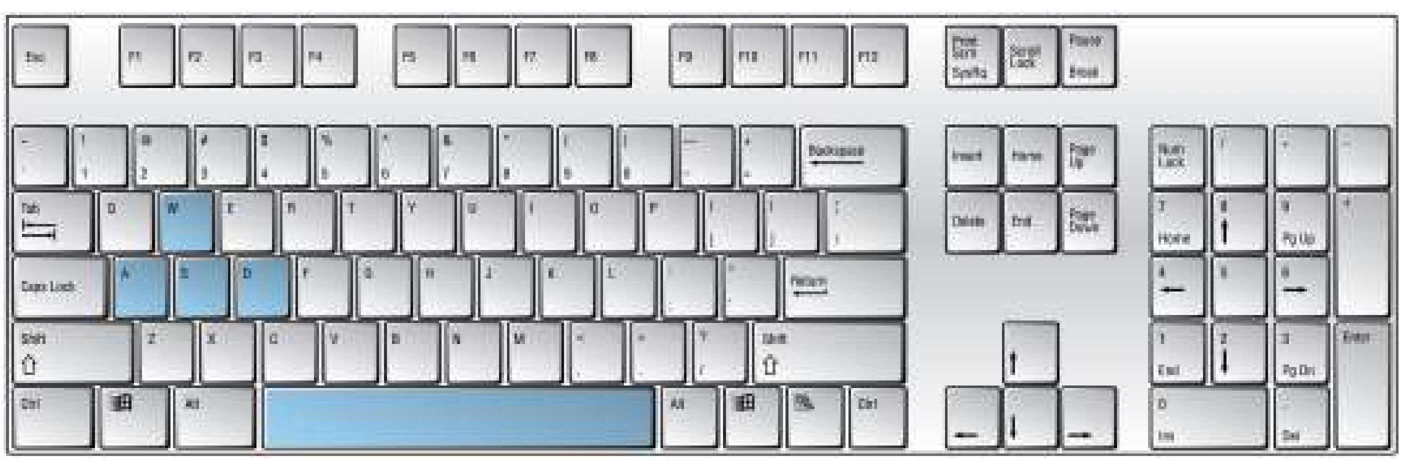
There are three ways to control the movement of your character: your keyboard, the on-screen move pad, or your mouse. By default, your character moves at a run. To switch between running speed and walking speed, press the forward slash key, which is found on the number pad.

JUMP TO IT!

To start out, hit your space bar; it's a big target, so it's a natural place to begin. The space bar causes your character to jump. Jumping is often the quickest way to avoid low obstacles, and it won't slow you down if you're running somewhere.

KEYBOARD COMMANDS

If you prefer using your keyboard to move your character, try to use the W, A, S, and D keys. The arrow keys move your character as well, but using WASD leaves your fingers closer to the number keys used to activate your character's abilities. Of course, there's nothing wrong with using the arrow keys. If you're more comfortable with those keys, use them while you're playing.



MOUSE CONTROL

To control your character's movement with the mouse, press both mouse buttons simultaneously to move forward. Your character continues to move forward as long as you hold down both mouse buttons. Slide the mouse to the left or right to turn your character in that direction.

The move pad also relies on your mouse to move your character. Click on the arrows to move in a direction, or the larger arrow in the middle of the controls to jump. Click on a different arrow to change directions, or the same arrow to stop.

STRAFING

Strafing is a way to move left or right while barely changing what you see on screen. If you're not familiar with strafing, take some time now to try it out. Press the Q key to strafe to the left, and press the E key to strafe to the right. Strafing does not cancel Auto-Run.

AUTO-RUN

If you press the Num Lock key, your character starts to run and continues to run until you cancel it. The following are the quickest ways to cancel Auto-Run:

- Press Num Lock again
- Press any of the keyboard keys or move pad arrows that cause your character to move forward or backward
- Press both mouse buttons at the same time

You retain control of your character when Auto-Run is active. Pressing the keys to turn your character left or right still turns your character and does not cancel Auto-Run. If you want to use your mouse to turn your character, press the right mouse button and slide the mouse left or right.

THE CAMERA

In most games, "camera" refers to your field of view of the gaming world. In World of Warcraft, the default camera view shows a small area, with your character in the middle of the screen. The smoothest way to change what you see is to press the left button on your mouse, and hold it down while you move the mouse. Your character stays in place, but what you see changes. Be careful when moving your mouse forward or back. You may end up staring at the ground or straight upward!

After you get comfortable looking around, do it while your character is in motion. It may be disorienting at first, but try to get the hang of it. It's a big help when you're on the lookout for enemies.

You can also change how far the camera is from your character. Some players like to zoom in tight on their characters; others like to zoom out for a broader view of the game.

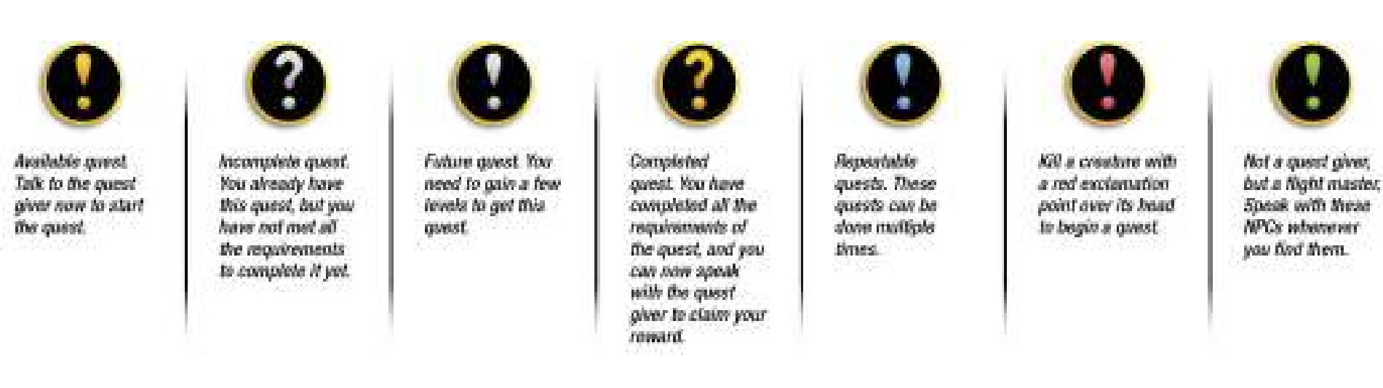
To zoom in, press the Home key multiple times or roll your mouse wheel forward. Once you are in first-person perspective (meaning you are looking through the eyes of your character), you can't zoom in anymore.

To zoom out, press the End key multiple times or roll your mouse wheel backward. There is a limit to how far you can pull back the view, and it always centers on your character.

WORLD of WARCRAFT
WARLORDS of DRAENOR

Quests tell the stories of the World of Warcraft inhabitants and sometimes reveal in-game secrets. Questing is an efficient way to increase your character level, earn money, and acquire improved gear.

WHAT'S WITH ALL THE PUNCTUATION?



Available quest. Talk to the quest giver now to start the quest.

Incomplete quest. You already have this quest, but you have not met all the requirements to complete it yet.

Future quest. You need to gain a few levels to get this quest.

Completed quest. You have completed all the requirements of the quest, and you can now speak with the quest giver to claim your reward.

Repeatable quests. These quests can be done multiple times.

Kill a creature with a red exclamation point over its head to begin a quest.

Not a quest giver, but a flight master. Speak with these NPCs whenever you find them.

FINDING QUESTS

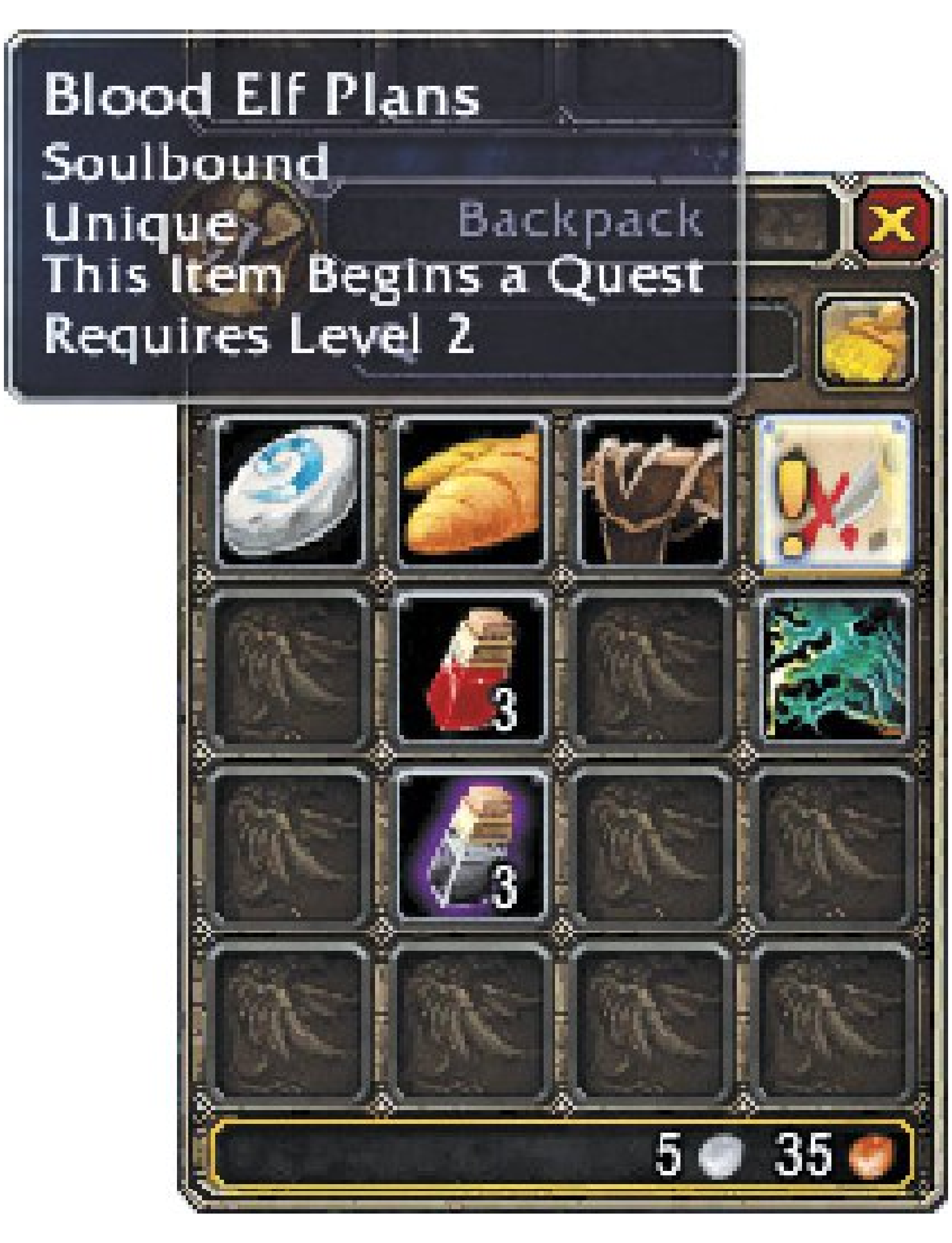
For most quests, right-click on the person or item, read the quest, and (if you don't automatically accept the quest) click Accept to add the quest to your log. There are many sources of quests, so keep an eye out for any of the following characters or objects. You may get some quests simply by entering a new zone! Watch for a prompt under your minimap when traveling to new areas.

QUEST GIVERS

Quest givers are identified by the exclamation point floating over their heads. Many quest givers offer more than one quest. Some quests even come from items!

Items As Quest Givers

The most common item that gives quests is a Wanted Poster. These appear in highly populated areas, frequently offering rewards for local villains who need tracking and killing. There are also items found in the open, or in a camp of creatures that give out quests. All these items have golden exclamation points that appear over them.



Blood Elf Plans
Soulbound
Unique
This Item Begins a Quest
Requires Level 2

Dropped Items

Some enemies drop items that initiate a quest. Any item that begins a quest has a gold exclamation point integrated into its icon. Right-click the item to see the quest it offers.

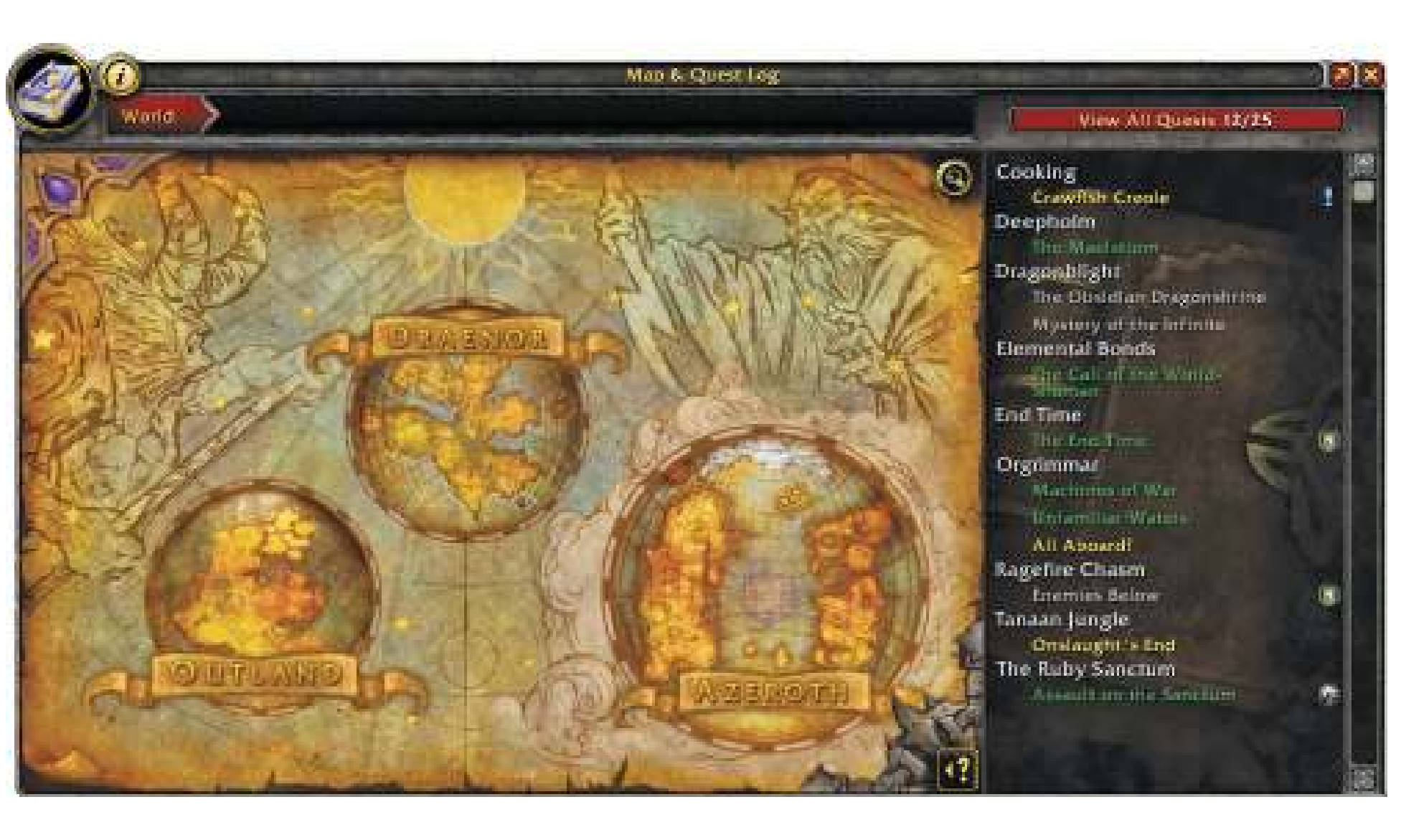
TYPES OF QUESTS

Most quests are designed so you can complete them on your own and do them only once. There are other types of quests, however. Your Quest Log identifies certain quests as one of the following:

Dungeon

Quests that must be completed inside an instanced dungeon (the earliest you'll see a dungeon is level 15) are marked with the Group Finder icon. You must enter the dungeon and complete these quests as part of a group.

Raid



Map & Quest Log

Cooking
- Crawfish Creole

Deepholm
- The Maelstrom

Dragonblight
- The Obsidian Dragonshrine
- Mystery of the Infinite

Elemental Bonds
- The Call of the World-Shaman

End Time
- The End Time

Orgrimmar
- Machines of War
- Unfamiliar Waters
- All Aboard!

Ragefire Chasm
- Enemies Below

Tanaan Jungle
- Onslaught's End

The Ruby Sanctum
- Assault on the Sanctum

Quests that must be completed with a raid group are marked with a different icon. Raid groups are essentially multiple groups joined together. You won't need to worry about raid quests until you reach a much higher level.

Daily

Quests marked with blue exclamation points in your Quest Log can be completed once each day. These quests come from the quest givers with blue exclamation points over their heads.

Class

Some quests are available only to a specific class. These quests often lead to learning a new class skill or acquiring a nice piece of gear.

Seasonal

Quests that are available during certain events during the year. Check the in-game calendar for information about events.

MORE QUEST TYPES

While the game doesn't categorize quests in the following ways, most quests fall into one of the following types:

Breadcrumb quests require you to speak with another character, or take an item to another character. They are called breadcrumb quests because they are designed to lead you to a new zone or a different area with more quests in the same zone.

There are two types of collection quests. The first type does not require you to fight. After accepting the quest, look for objects that sparkle. Put your mouse pointer over the object and right-click on it to put it in your backpack. The second type of collection quest involves items that are carried by enemy characters. These enemies must be killed before they surrender their item. Just like the objects in the first type of collection quest, defeated enemies sparkle when they have items for you to pick up.

The object of kill quests is to eliminate a number of a specific kind of enemy. These quests are simple and straightforward. Once you find the right type of enemy, it's a matter of taking them down in combat.

In an escort quest, you free an in-game victim and lead the character to safety. These quests are usually encountered in out-of-the-way locations while completing other quests.

A quest chain is a series of quests that must be completed in a certain order. Chained quests aren't marked as such in your Quest Log, but it's easy to tell when you're in the midst of a quest chain when you speak with the same quest giver many times. Completing a long quest chain can be one of the most satisfying aspects of the game.

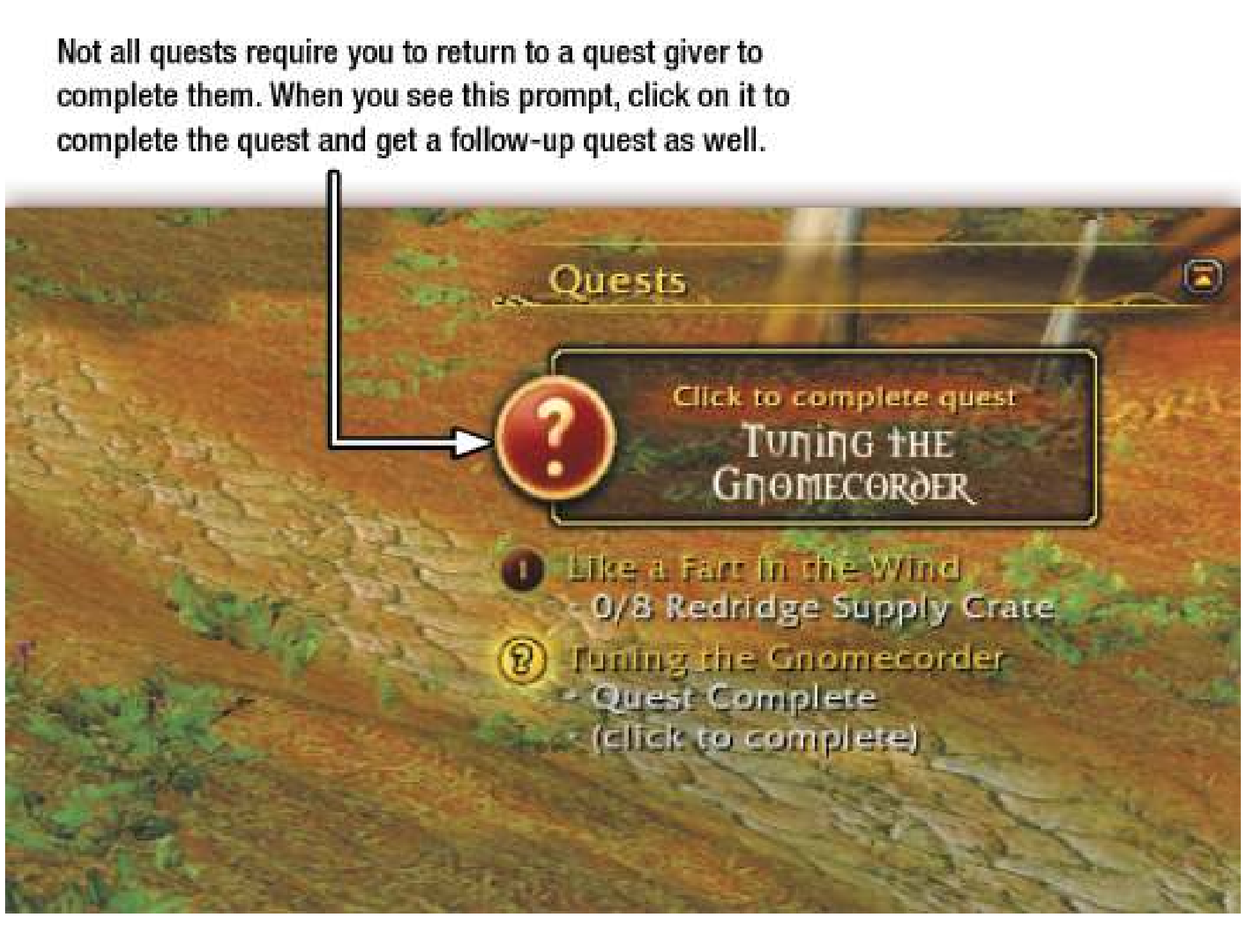
QUEST LEVELS

Your Quest Log also indicates the level of difficulty of your quest using corresponding colors. The level of difficulty is a comparison between the level of the quest and your current level. As you gain levels, the quest becomes relatively easier, so the color changes.

Quest Color	Description
Gray	Very easy quest, but not worth much XP.
Green	Easy. Simple to complete solo.
Yellow	Normal. Likely to complete solo.
Orange	Hard. Consider finding help for the quest.
Red	Very Hard. Don't try this quest without some help.

If a quest is too difficult for you currently, leave it in your log as long as you can spare the room. The benefit to tackling red and orange quests is that the XP reward is greater; in fact, if you wait until a quest turns gray to complete it, it's worth only 10% of the XP had you completed it as a Red quest!

COMPLETING QUESTS



Not all quests require you to return to a quest giver to complete them. When you see this prompt, click on it to complete the quest and get a follow-up quest as well.

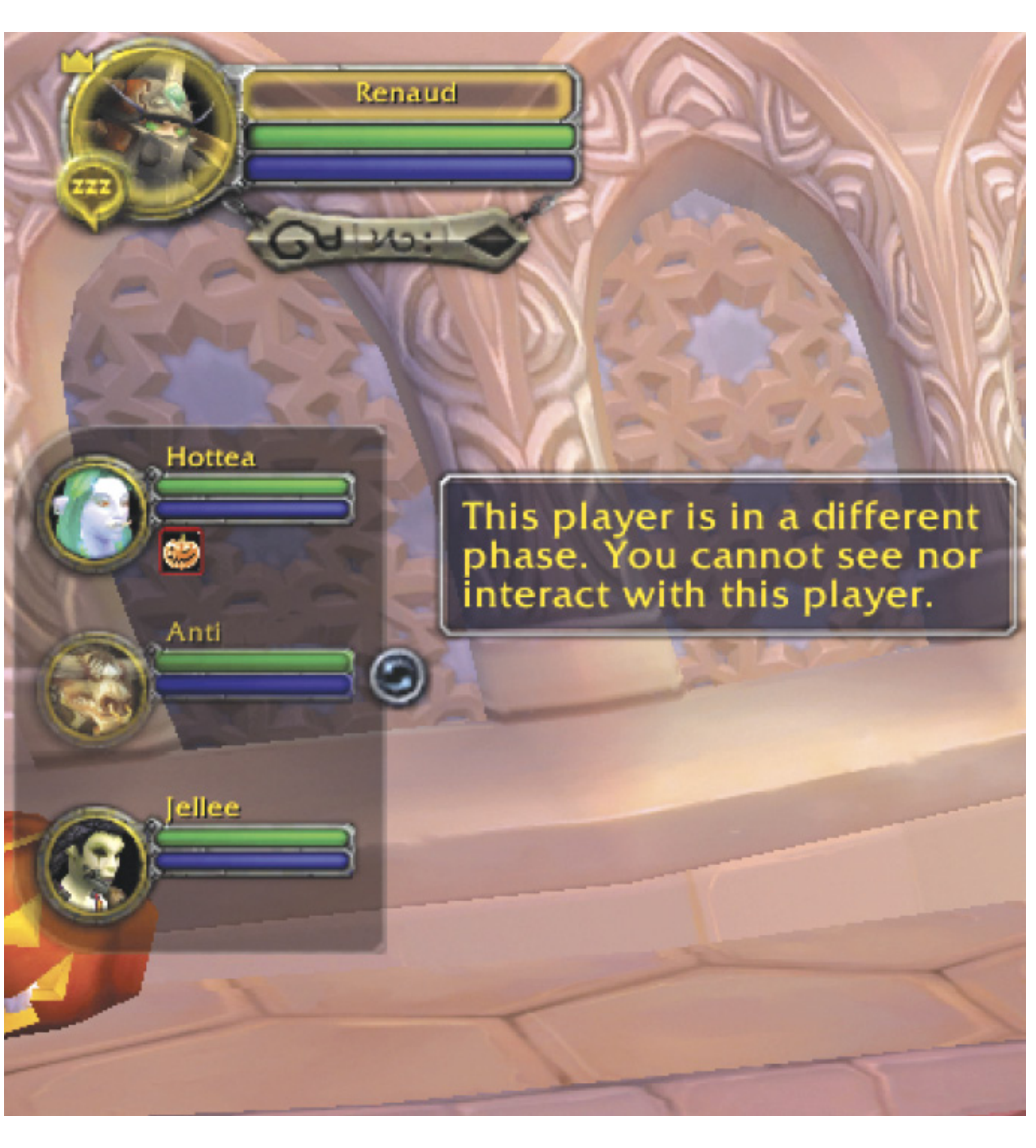
Remember to read the quest text carefully. If you complete several quests simultaneously, you can turn them in at the same point and time. When you complete a quest, the quest tracker points you to where to turn in the quest for your reward. Frequently, you return to the original quest giver, who is indicated with a gold question mark.

PHASING

While questing, or just after completing a quest, you may notice the world around your character undergoing a change. Buildings look different, NPCs might move to different areas, or monsters might be there that weren't before. This sort of change is known as phasing. While playing on your own, you may not even notice these changes, or you may consider them as just a part of the story being told.

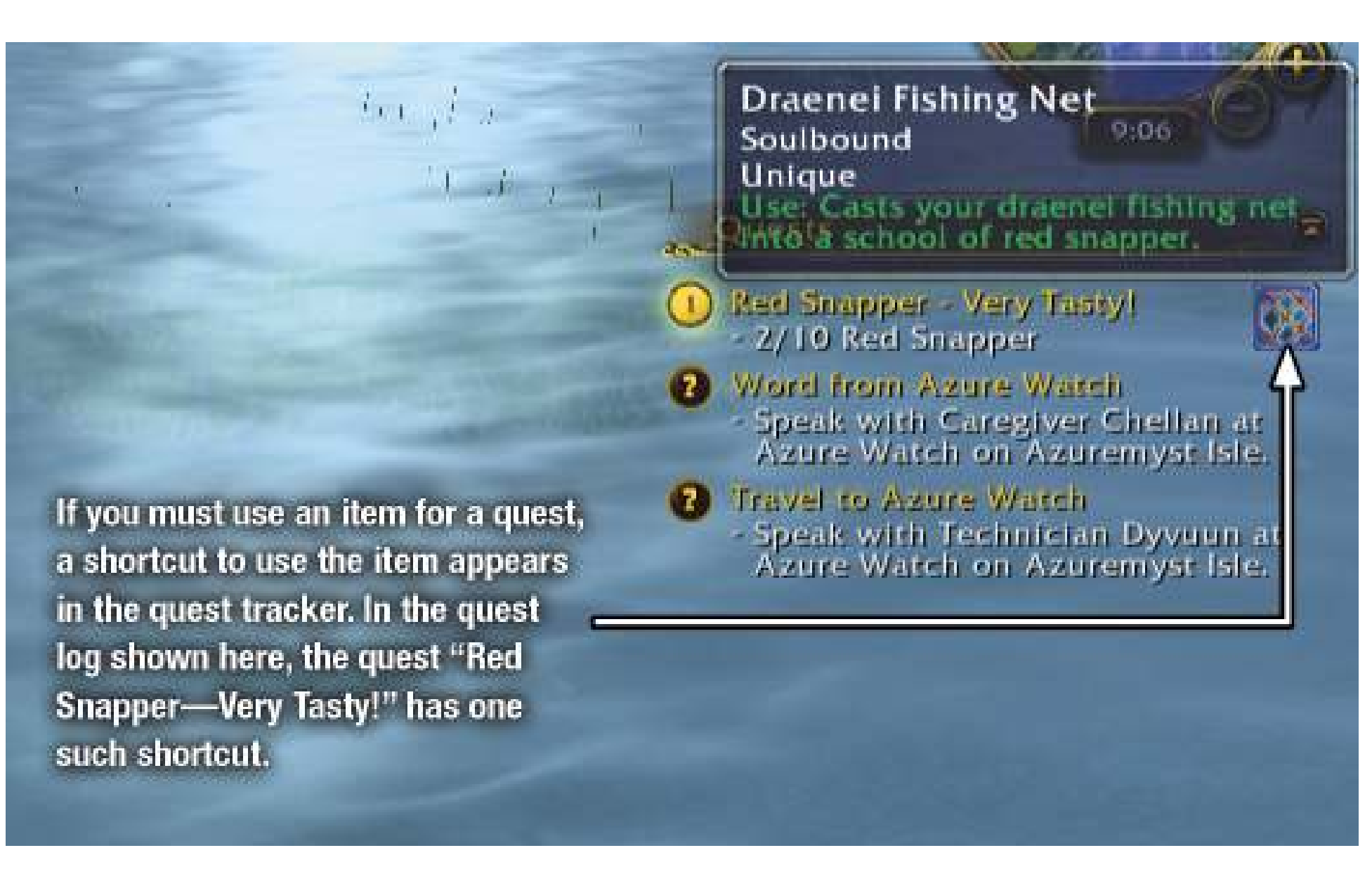
If you're in a group, however, it could cause problems. Phasing is individual to each character, meaning two people in the same group could be standing close by and not even see each other! If that happens, look next to the character portraits in the upper-left portion of the screen. If you see a swirl next to a party member's portrait, that character is out of phase with you.

There are two ways to get characters back into phase. The first is to have both players complete the same quests. The second is to move both characters out of the phased area. Phasing isn't worldwide, so you should eventually find a spot where you can see each other again.



This player is in a different phase. You cannot see nor interact with this player.

TRACKING YOUR QUEST PROGRESS



If you must use an item for a quest, a shortcut to use the item appears in the quest tracker. In the quest log shown here, the quest "Red Snapper—Very Tasty!" has one such shortcut.

Draenei Fishing Net
Soulbound
Unique
Use: Casts your draenei fishing net into a school of red snapper.

9:06
Quests
Red Snapper - Very Tasty!
- 2/10 Red Snapper
Word from Azure Watch
- Speak with Caregiver Chellan at Azure Watch on Azuremyst Isle.
Travel to Azure Watch
- Speak with Technician Dyvuun at Azure Watch on Azuremyst Isle.

When you accept most quests, look for a quest tracking window to appear under your minimap. The text here summarizes the objectives needed to complete the quests in your log. Not every quest has objectives that can be tracked, so not all quests appear here; every active quest always appears in your Quest Log.

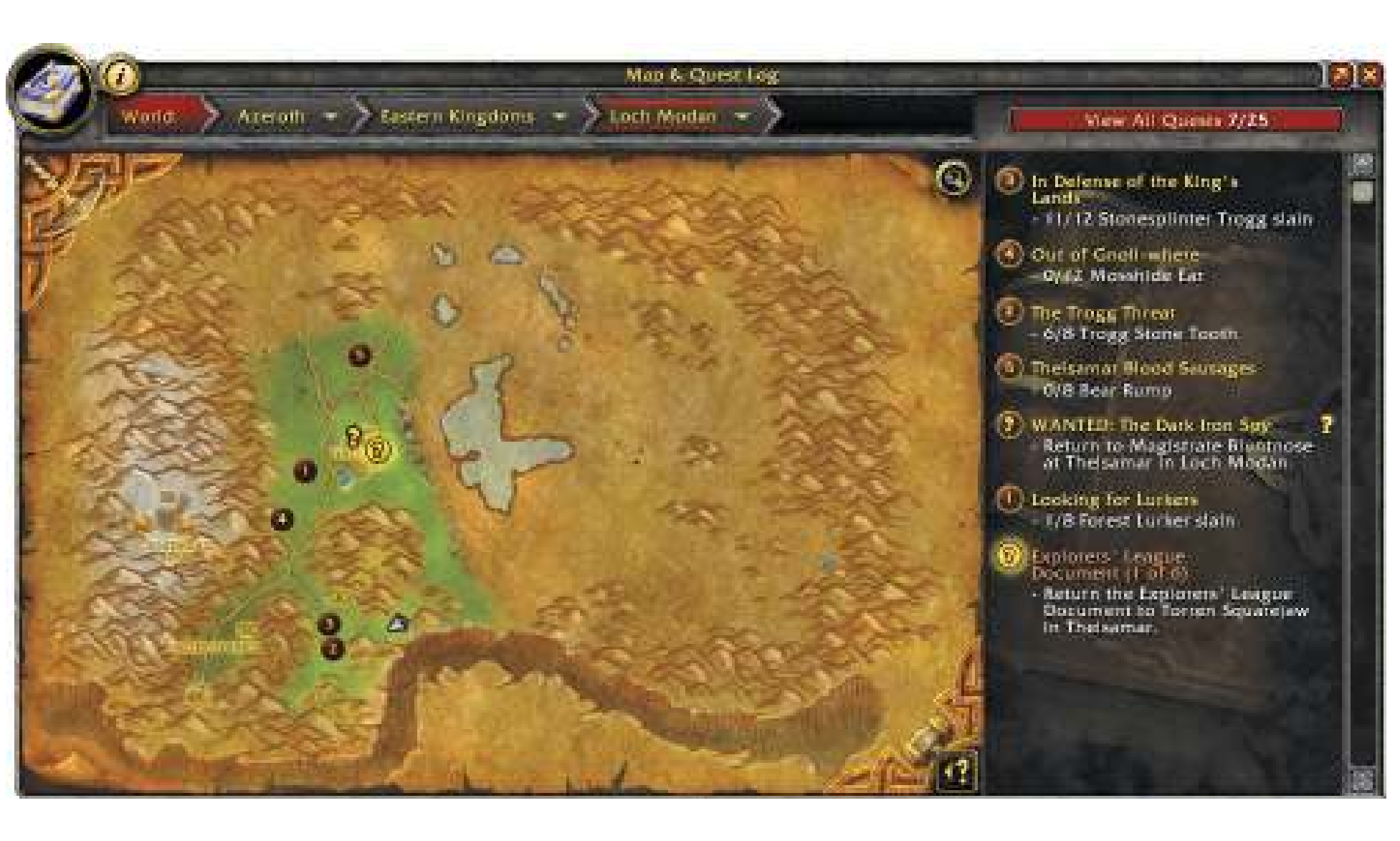
If you need more information about a specific quest, click on the text (not the numbered circle) to open a new window with additional details. Clicking the numbered circle to each quest's left changes which quest you are actively tracking on your map and minimap. If you want to change the order in which the quests appear (or stop tracking a certain quest), right-click on the quest you want to change to bring up an option menu.

USING THE MAP TO FIND QUEST OBJECTIVES

After accepting a quest, a yellow arrow often appears on your minimap. This arrow indicates the direction to travel to complete the quest. The region map displays even more information, in the form of either a yellow question mark or a numbered icon.

The numbered icons on the region map are tied to the quests which are being tracked. Mousing over one of the numbered circles brings up the objectives for that quest. The yellow arrow on the minimap points you in the direction of the currently selected quest you are actively tracking. If you want to track a different quest, click on that quest's numbered circle (either on the region map or in your quest tracking list). If you need to find multiple items or kill multiple enemies for a quest, the area in which those items or enemies appear is shaded blue on your map and minimap.

The yellow question marks are locations to turn in completed quests. The circle question mark indicates the turn-in for the quest, which appears at the top of your quest tracking window. As you approach the indicated area, the yellow question mark appears on your minimap, providing the exact location for you to complete your quest.



Map & Quest Log

In Defense of the King's Lands
- 11/12 Stonesplinter Trogg slain

Out of Gnoll-where
- 0/12 Mosshide Ear

The Trogg Threat
- 6/8 Trogg Stone Tooth

Thelsamar Blood Sausages
- 0/8 Bear Rump

WANTED: The Dark Iron Spy
- Return to Magistrate Bluntnose at Thelsamar in Loch Modan.

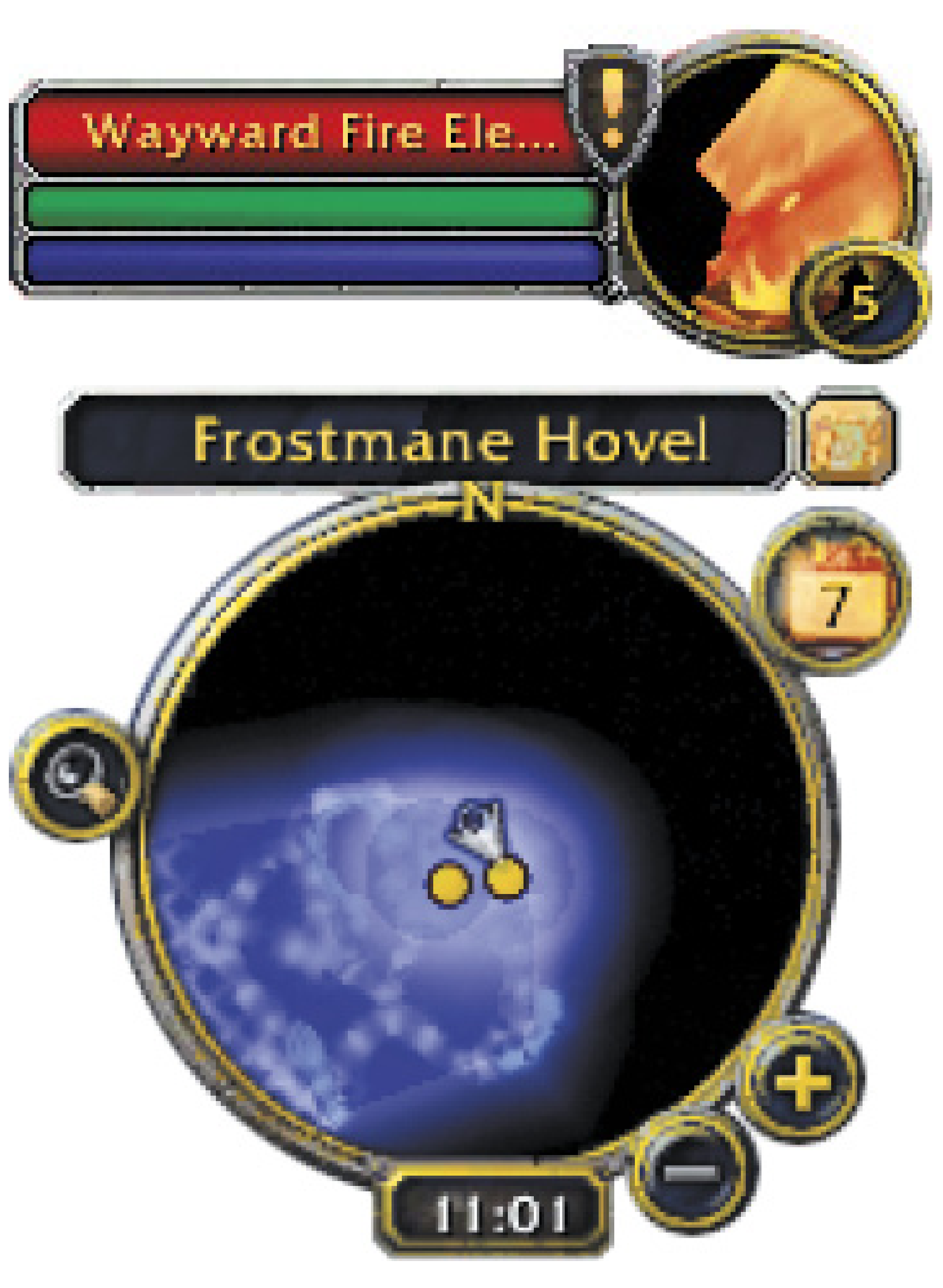
Looking for Lurkers
- 1/8 Forest Lurker slain

Explorers' League Document (1 of 6)
- Return the Explorers' League Document to Torren Squarejew in Thelsamar.

Click on any quest name in the Map & Quest Log to bring up more information about that quest while leaving the map view the same. Click on the arrow near the Close Window button (the x in the top-right corner) to hide the list of quests and expand the map to fill your screen.

DARK YELLOW DOTS ON THE MINIMAP

When the objective of a quest is to find a specific enemy (often referred to as a "named"), the enemy appears as a regular numbered callout on the region map. However, when you are close enough, its location is marked by a dark yellow dot on your minimap. The target portraits of these enemies include a yellow exclamation point to set them apart from rank-and-file targets.



Quest Rewards

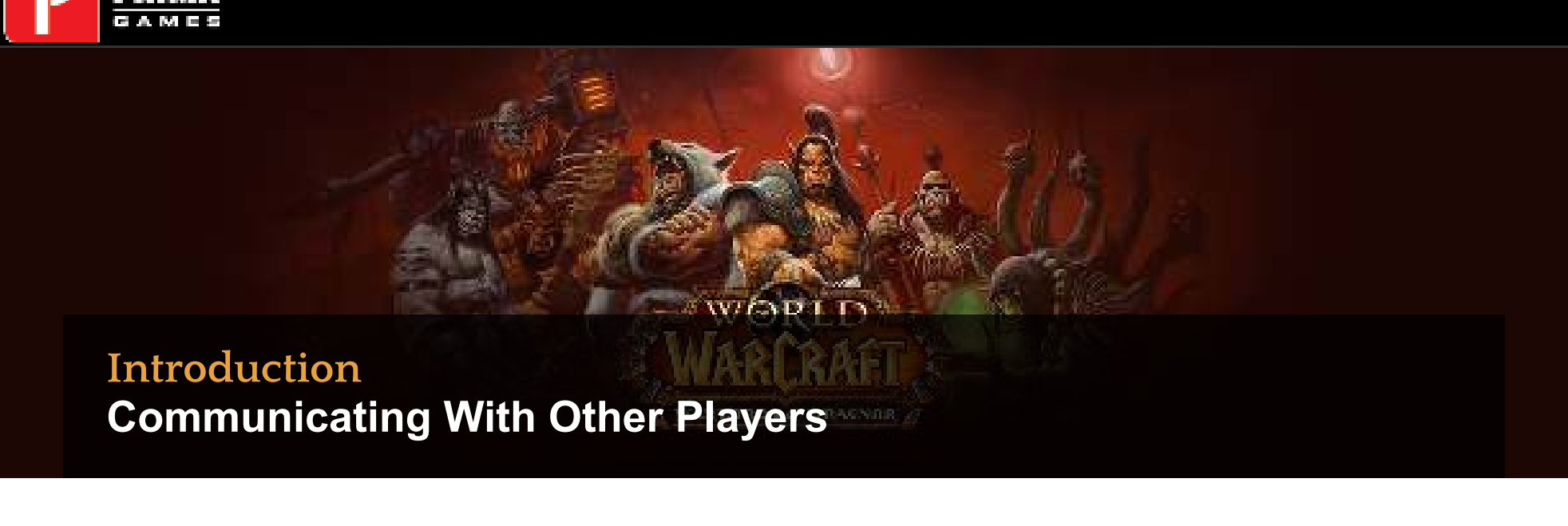
You sometimes have a choice of the rewards you can take, but not all rewards are available to all classes. When you mouse over the available quest rewards, a great deal of information is revealed.

If you mouse over the item that interests you, the game compares that item with your currently equipped item, so you can see whether it's an improvement.

SOULBOUND ITEMS

Soulbound items are only usable by your current character. If you have an item that is soulbound, you can use it, sell it, or throw it away. You cannot give it to another player or even another one of your characters.

If an item is shown in red, your character/class can't use it. Try to find items that are ideal for your character. For instance, a Warrior can use any type of armor (cloth, leather, mail, or eventually plate). However, quest rewards that are cloth or leather



Introduction

Communicating With Other Players

Like everything else in the game, you can control how much communicating and socializing you want to do with other players. This chapter covers how to talk to other players, how to ask for help, and how to make in-game friends.

The most basic way to communicate in the game is to press the Enter key, which opens the Say prompt. You can type in your comment and press Enter. This message is sent to everyone in your general vicinity.

STARTER EDITION ACCOUNTS

If you're still playing the Starter Edition, there are a few communication limitations:

- **You cannot trade items with other layers or use the mail system**
- **You can only use /whisper or /tell with players that have put you on their Friends List**
- **You can't invite others to join a group**
- **You can't speak on the local in-game channels, though you can read what others are talking about**

These limitations end as soon as you pay for the account and wait for the game to register the change. A Starter Edition Account that becomes a paying one suffers no long-term penalties or problems of any sort.

WHO CAN HEAR ME?

The different speech commands are in place to let you communicate selectively. You wouldn't want to shout everything to the entire world, right?

Say:

/say goes to anyone nearby. Speak to players in your vicinity. By default, you see a speech bubble over your head. As long as people nearby are in the same faction as your character, they see what you type (players from the opposite faction see what appears to be gibberish). Because this is public, avoid saying anything awkward or inappropriate.

Whisper:

/whisper (/tell works as well) is a private message for one other player. You must include the character's name after the /whisper. There is no distance limit on these messages.

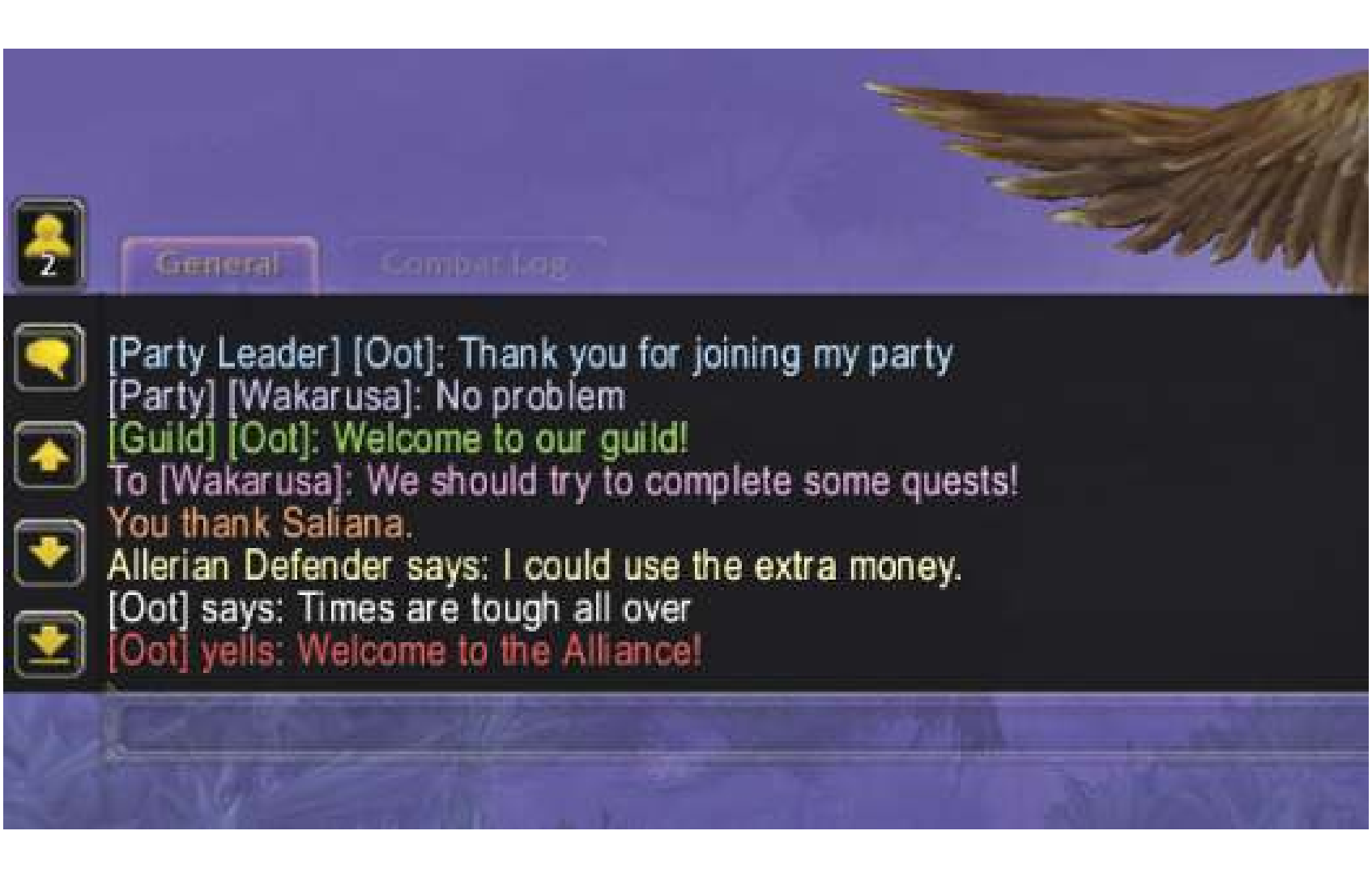
Try it out for yourself! Hit Enter, then type "/whisper" followed by your character's name. When you hit space, the prompt changes, and whatever you type next becomes the message you send to yourself after you hit Enter again.

Reply:

Use /r (or just r) to reply to whoever last whispered to you.

Yell:

/yell is a broadcast message to all players in your region. This is the most awkward communication method in World of Warcraft. It's similar to /say in that it displays your text to anyone within its radius; however, the distance covered is much wider than /say.



[Party Leader] [Oot]: Thank you for joining my party
[Party] [Wakarusa]: No problem
[Guild] [Oot]: Welcome to our guild!
To [Wakarusa]: We should try to complete some quests!
You thank Saliana.
Allerian Defender says: I could use the extra money.
[Oot] says: Times are tough all over
[Oot] yells: Welcome to the Alliance!

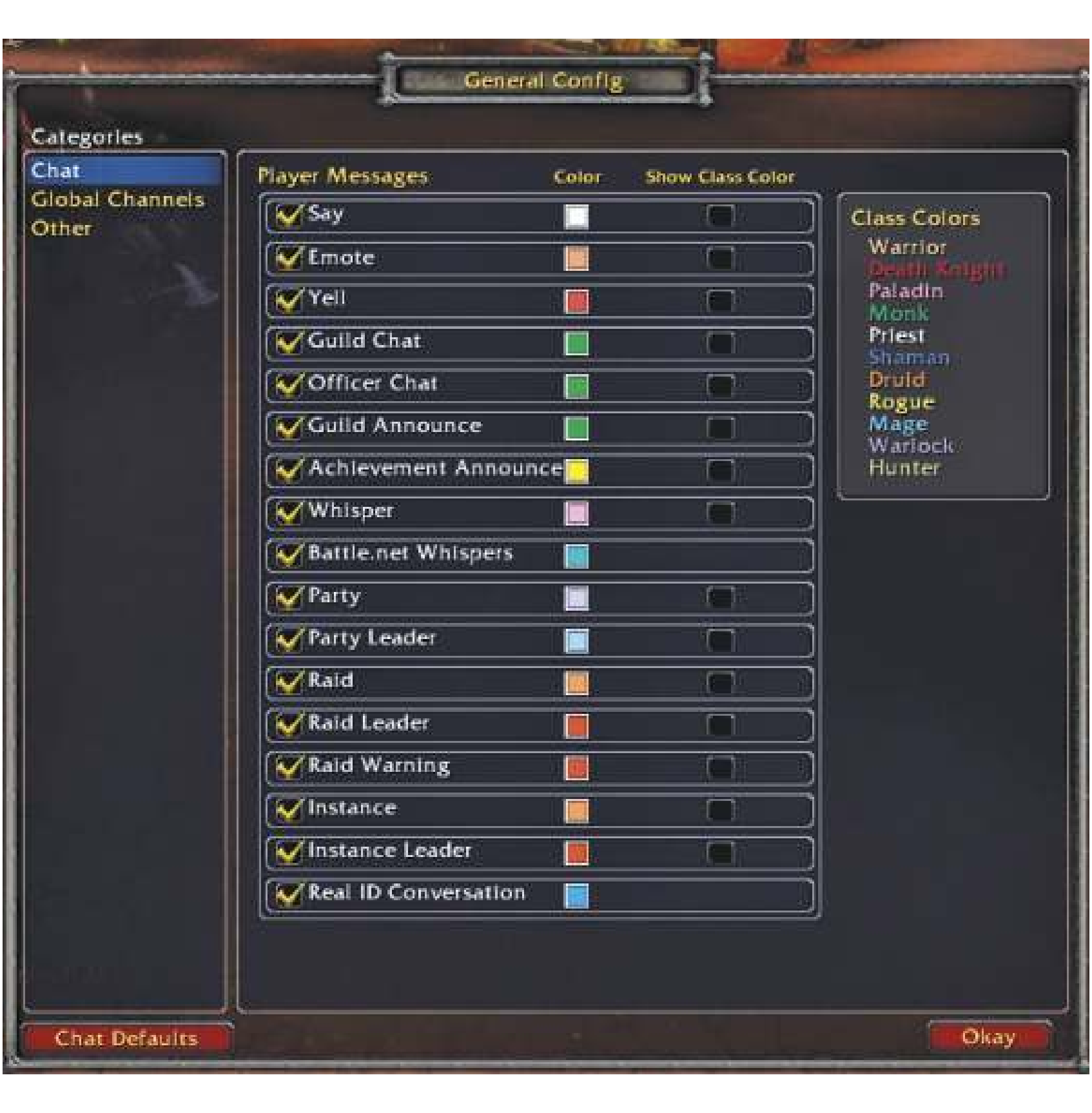
Party Chat:

/party is a private message that lets you communicate with everyone in your current group at the same time. No one outside of your group can hear this chat even if they're standing in the middle of your party.

Guild Chat:

/guild sends a message to anyone in the same guild as you. No one else can hear you, and members see what you're typing even if they're half a world away from you.

The Chat Menu



☑ Say
☑ Emote
☑ Yell
☑ Guild Chat
☑ Officer Chat
☑ Guild Announce
☑ Achievement Announce
☑ Whisper
☑ Battle.net Whispers
☑ Party
☑ Party Leader
☑ Raid
☑ Raid Leader
☑ Raid Warning
☑ Instance
☑ Instance Leader
☑ Real ID Conversation

All of these same commands are available through the Chat menu. Click on the desired option from the Chat menu (it looks like a speech bubble), and select from the list.

All of the sent and received messages appear in your General chat log. To see older messages, use the up and down arrows. To see the most recent messages, use the end arrow. Right-click on the General tab to customize everything that appears in the chat log, including the background (transparent to solid black) and filters (including text color).

USING VOICE EMOTES

Voice emotes are in-game expressions that your character (not you) can say. Voice emotes have nominal benefit in group situations. You can see a list of them by clicking on the Chat menu (speech bubble) and then mousing over Voice Emote. Click one of the voice emotes to make your character speak.

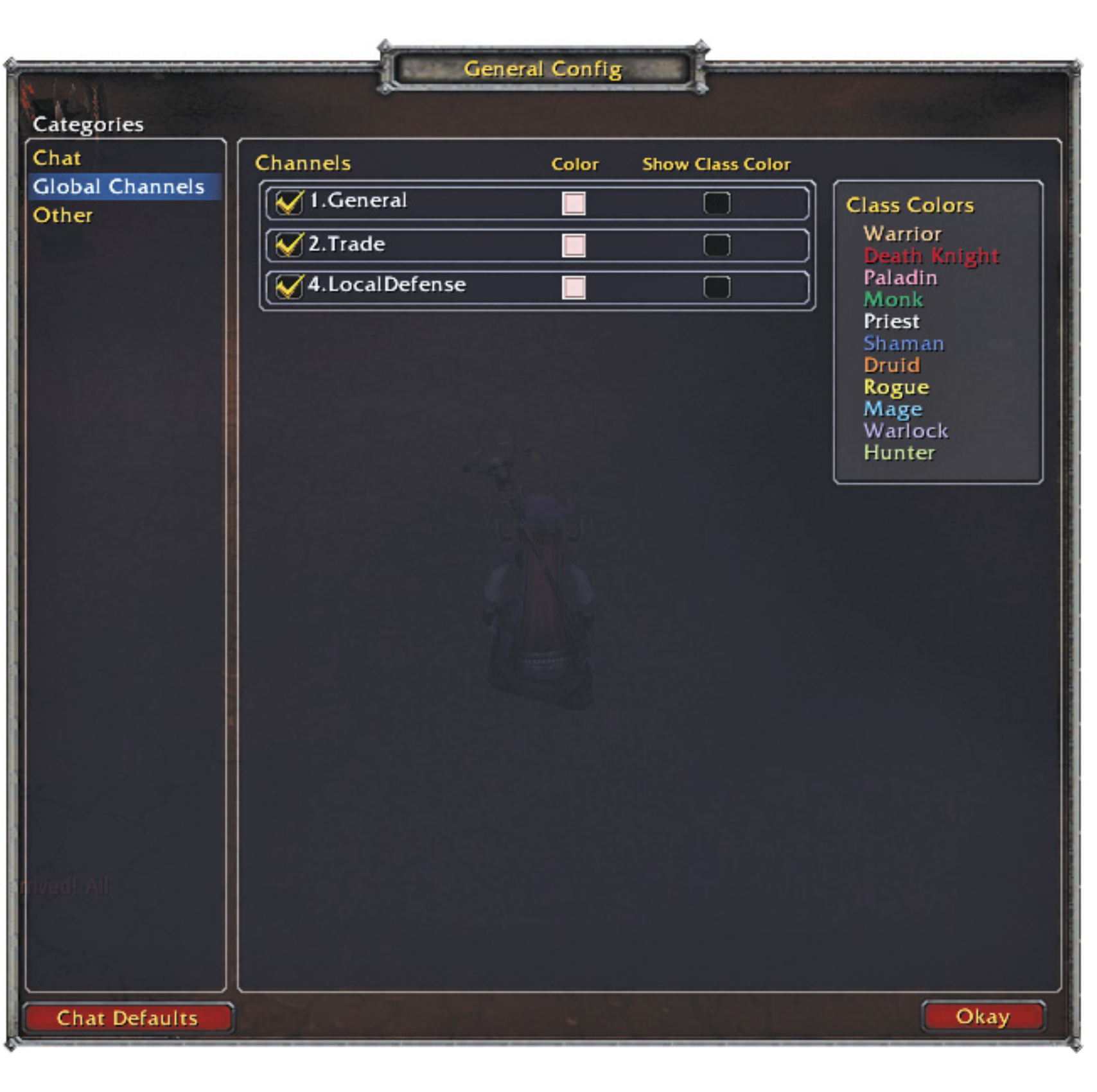
USING THE CHANNELS

Each time you log into the game or enter a new region, a reminder appears in your General chat log about what channels are available. A list of the various common chat channels is included on this page.

Channels are used to communicate with all players in the same channel. By default, you join the General Chat and LocalDefense channels; you also join the Trade channel, but that only becomes active when you enter one of the big cities found throughout World of Warcraft.

You can leave each of these channels at any time by typing /leave #, where # is the number of the channel.

CHANNEL COMMANDS



☑ 1.General
☑ 2.Trade
☑ 4.LocalDefense

To see which channels are available, press the letter "o" for the Social menu and click the Chat tab. In this page, you can see all the channels available in your current location. If you're on a channel, it's white; if you're not on a channel, it's gray. Click on a white channel, and the game shows all of the other characters currently on the channel too.

For all the / shortcuts, press the space bar after the command word. Then type in your message.

	Command	Example
Joining a channel	/join <fullnameofchannel>	/join guildrecruitment
Speaking on a channel	/# <Your question or comment goes here>	/3 Seeking guild of mature players to run dungeons.
Leaving a channel	/leave <# of channel>	/leave 3

There is absolutely no need to stay on any of the in-game channels. If you find them overwhelming, /leave them.

If you enjoy a quiet playing experience, leave the chat channels as soon as possible. The game becomes amazingly calm once you do this. If you like constant banter, look for a guild and/or keep yourself in as many channels as you like.

CUSTOM CHANNELS

Example
/join Friendschat

Did you know that you can create your own chat channels? This is a powerful ability for people just starting on a server. Maybe you don't have a guild yet, but you want your friends to be able to speak to you as soon as they arrive. Let them know to /join "Custom Channel Name" as soon as they come on.

This puts you in the Friendschat channel, even if there wasn't one already open. Other people who type that command are thrown in with you. It's yet another way to have buddies stay in touch. You can even have a guild within a guild this way, or even a group within a group, and dissolve the temporary chat system when the current task is completed.

ASKING FOR HELP

There are several ways to seek assistance. The most effective way to get a real answer to a specific question is to find another player in your current area who is doing or has done something similar to your current task. You can then use /say if you're in the same area or /whisper if they're too far away to ask a question directly.

A broader way to go about asking for help is sending your query out on the General channel. There are more people on the channel, but they may not be able or willing to help. The General channel is sometimes very helpful; at other times, it's full of chatting players being silly.

Here's the command for asking a question on the General channel:

/# (Your question or comment goes here)

By either method, the best way to ensure a helpful response is to ask a specific question, and avoid being vague or demanding.

Bad Example: "I can't find the barrow key!!!"

Good Example: "Is anyone else looking for the barrow key?"

Better Example: "I'm having trouble finding the barrow key. Any hints out there?"

An Internet search can be surprisingly powerful for getting a fast response as well. Odds are that if you're having a problem, someone else has bumped into the exact same thing. Searching with "WoW where is the barrow key" would likely get you answers if people in game are just as stumped as you are.

SENDING & RECEIVING MAIL

Use the mail system to send messages, items, or money to other players. Mailboxes are found in all big cities and most towns and villages. They take on various appearances, depending upon their locale.

Any guard in a major area will point you toward a mailbox if you ask them about it.

Receiving Mail

Anytime you have mail waiting, the game shows a letter envelope icon near your minimap.

To get your mail, right-click when you approach and target a mailbox. The first tab that opens is your Inbox. Left-click to open any messages, and click on any items to send them to your backpack. When an attachment is removed from a piece of mail that doesn't have a message, the mail itself is deleted.

If you read a piece of mail but leave it in your Inbox, the letter turns gray and can remain in your Inbox for 30 days. When mail expires, it is automatically deleted, including any attachments.

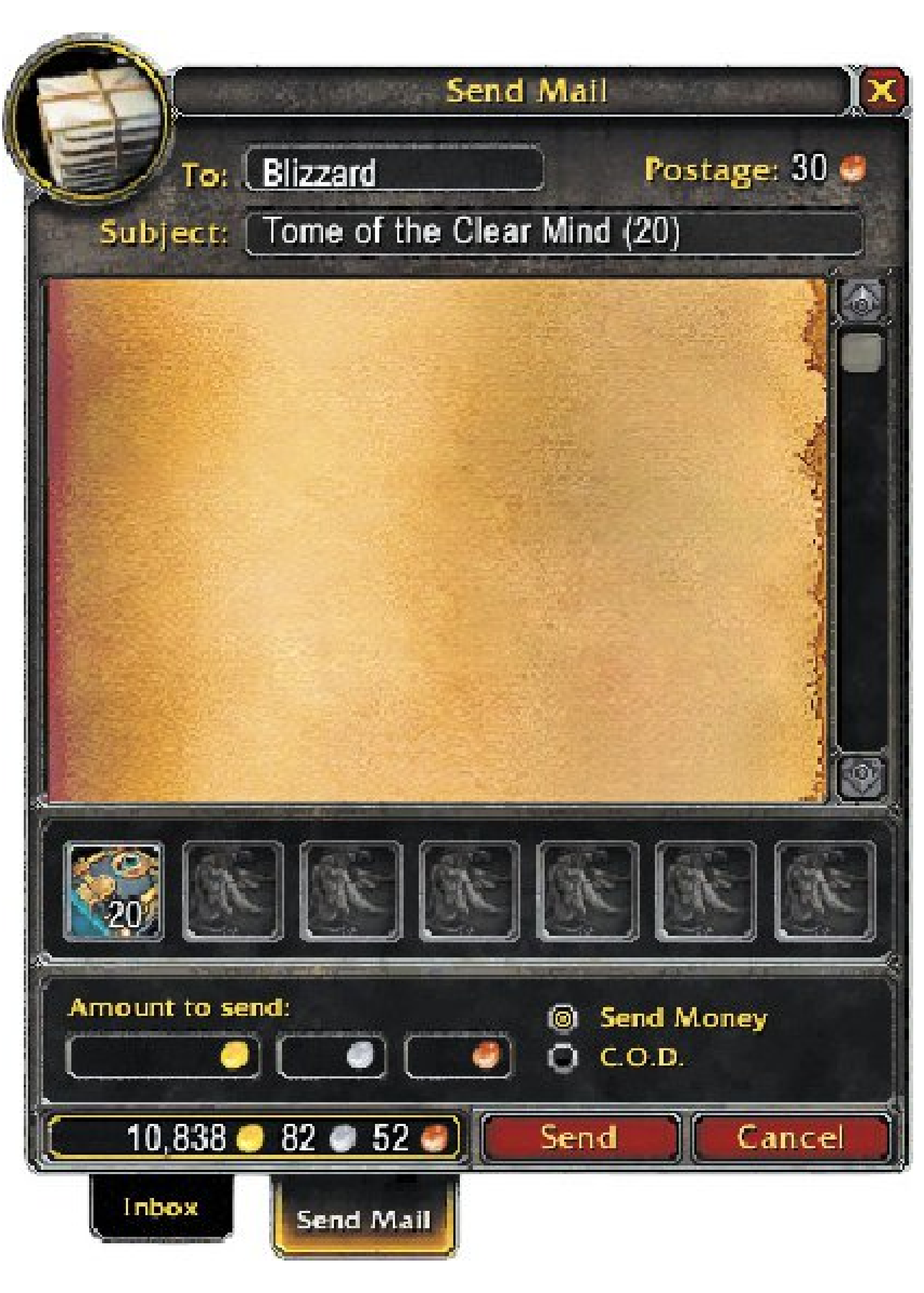
If someone sends you an item by mistake, you can click on Return to immediately send it back. You can also Reply to the sender.

BUYER BEWARE

People sometimes try to scam others through the mail system. They send items through the mail (something small and trivial) but put a Cash on Delivery tag with it. Grabbing the item would cost considerable money.

World of Warcraft now has a number of systems in place to reduce or eliminate this type of scam, but it's wise to be careful of mail from strangers.

Should you have any issues, contact Blizzard's in-game support staff, known as GMs. When other players suggest you "send in a ticket," they mean to send a message through the support system. Click on the big, red "?" to the right of your bottom action bar to get started.



To: Blizzard
Postage: 30
Subject: Tome of the Clear Mind (20)
20
◉ Send Money
○ C.O.D.
10,838 82 52

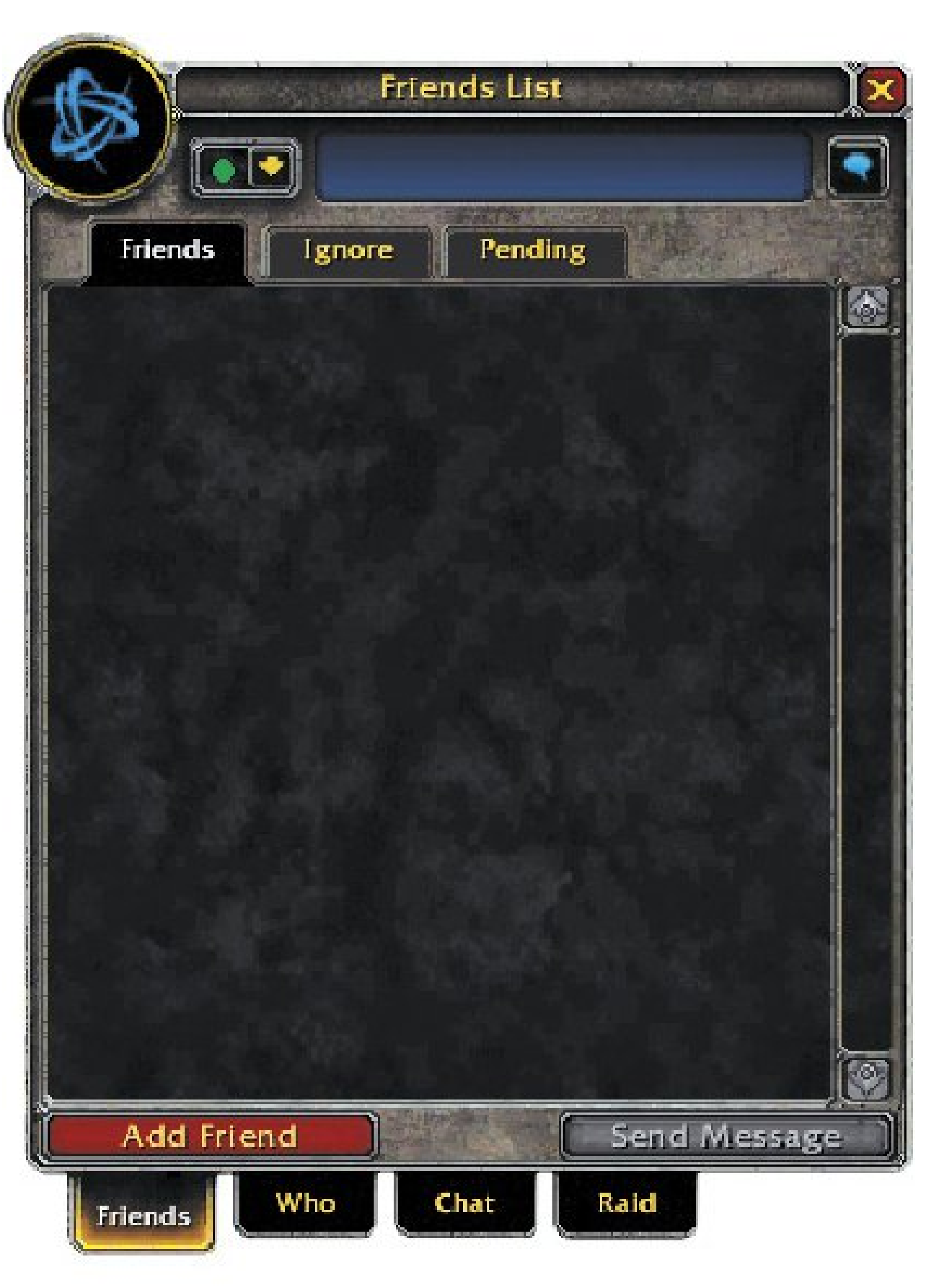
Sending Mail

The second tab in the mail system is the interface to send mail. Type in the recipient's name very carefully (the game autocompletes names from your friend list or from people in your guild), and include a subject line if you wish. You cannot send mail to yourself or to players in the opposing faction. You can, however, send mail to other characters that you control that are on the same server. The only mail you can mail directly to your characters of different factions are Bind on Account items, such as Heirloom equipment.

You decide whether to write a message, send an item, or send money. To attach an item, right-click on anything in your backpack or grab and drag the item to your letter. To send money, type in the number of gold, silver, or copper coins you wish to send. Then press Send. The game will ask for your approval.

Each sent message costs 30 copper (plus 30 copper for each attachment), unless you use the C.O.D. option. C.O.D. is for players selling and buying items. By choosing this option, the mail system sends the item, but the transaction only completes when the recipient agrees to pay. Then one player gets money and the other gets gear. C.O.D. items expire after only 3 days.

Letters arrive immediately. Items and money can take one hour to arrive unless you're sending messages between members of an older guild. One perk of these guilds is that they can send things through the mail at lightning speed.



USING THE SOCIAL WINDOW

You can use the Social Window to track new friends and find other players in your current region.

Using The Friends List

The first tab of the social window is your Friends List. If you've enjoyed chatting or questing with someone, add them to your Friends List so you can find them again. To add a new name, click Add Friend, type in the name, and click Accept. That player is now added to your Friends List. Anytime you open this window, you immediately see whether they are online, as well as their current location. From the same window, you can send a message, invite them to a group, or remove their name.

For Private Time

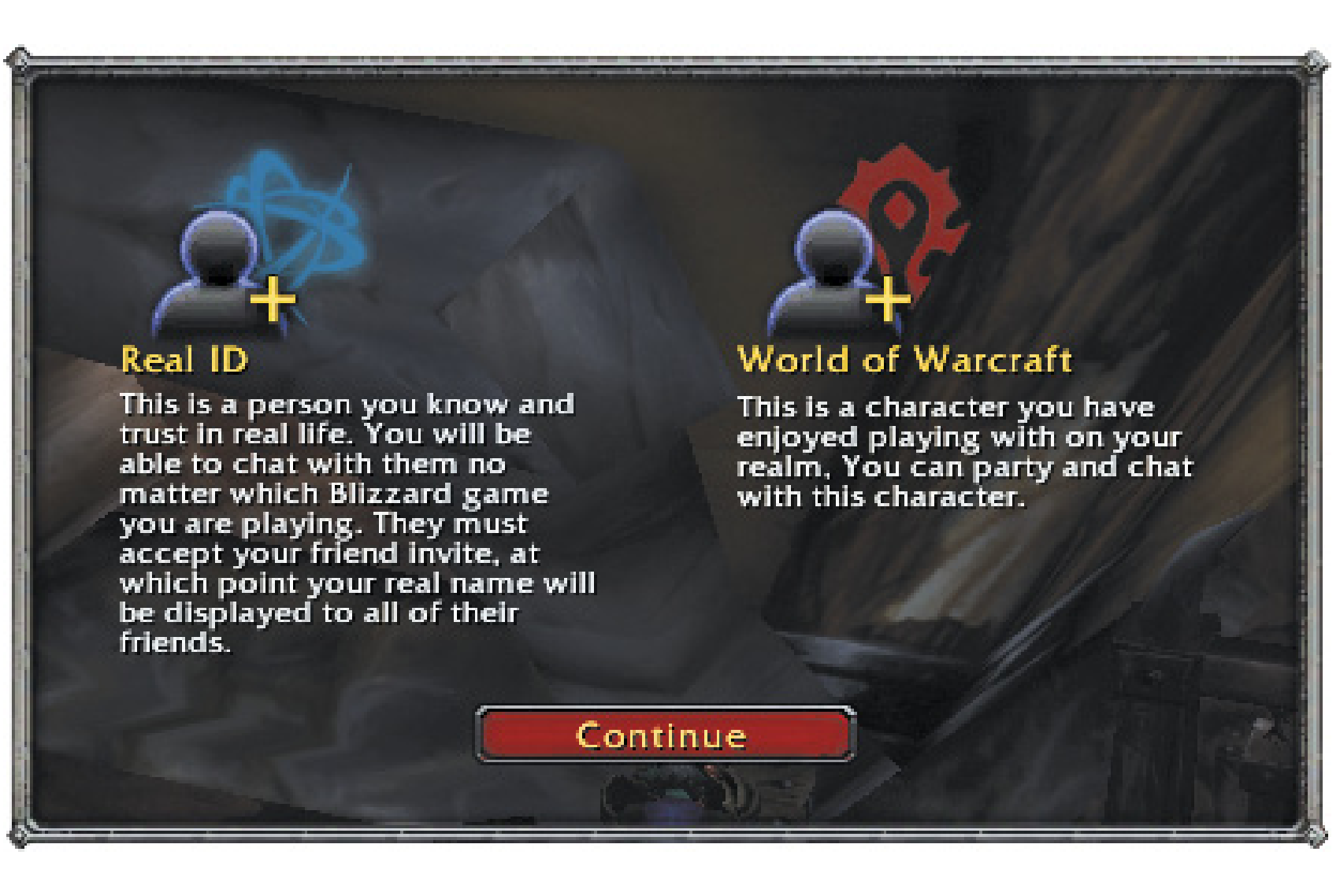
World of Warcraft is a social game, but there are times when you may not want to be disturbed, such as during a tricky fight or while in a battleground that demands concentration. There are tools built into the game to cover these instances.

If you type /dnd (meaning Do Not Disturb), any player who tries to use a /whisper to contact you gets a message saying that you're busy. Typing /dnd again turns off the Do Not Disturb notice and people can contact you normally.

You can't like everyone all of the time. If you want to pretend that someone doesn't exist, click the Ignore tab on the Friends List. Click Ignore Player, type their name, and click Accept. You can always go back and remove players from this list at a later time.

When someone is on your Ignore List, they won't be able to send you messages. Their text is invisible to you, so grouping with someone in this situation is suboptimal. They could be shouting warnings to everyone while you're happily pulling away, ignorant of the trouble. If you're going to /ignore someone, please avoid them entirely!

Battle.Net And Real ID



Real ID
This is a person you know and trust in real life. You will be able to chat with them no matter which Blizzard game you are playing. They must accept your friend invite, at which point your real name will be displayed to all of their friends.

World of Warcraft
This is a character you have enjoyed playing with on your realm. You can party and chat with this character.

Blizzard has been expanding the things you can do between accounts. You can now share your Real ID with another player, giving them the ability to contact you even when you're off on another server. This is a nice feature, but you can certainly see why you wouldn't want to give this access to everyone in the game world.

To start a Real ID friend request, type in a person's account name in the friend section and wait for them to accept. Your request appears in the Pending tab of this window, and they can choose to accept or deny the request whenever they see it.

Please consider reserving this power to people that you're close with. Just because someone is in your guild doesn't mean they're your friend in real life. Real ID is certainly for people that you trust.

REAL ID FEATURES

- **Chat across game servers and even in other Battle.net games**
- **Real names are shared between these friends**
- **See what your friends are doing, not just where they are located**
- **Broadcast messages to your group of buddies**
- **All characters from your friend's account are automatically friends of yours, so you won't have to search for each alt and sign them up**

Scroll Of Resurrection

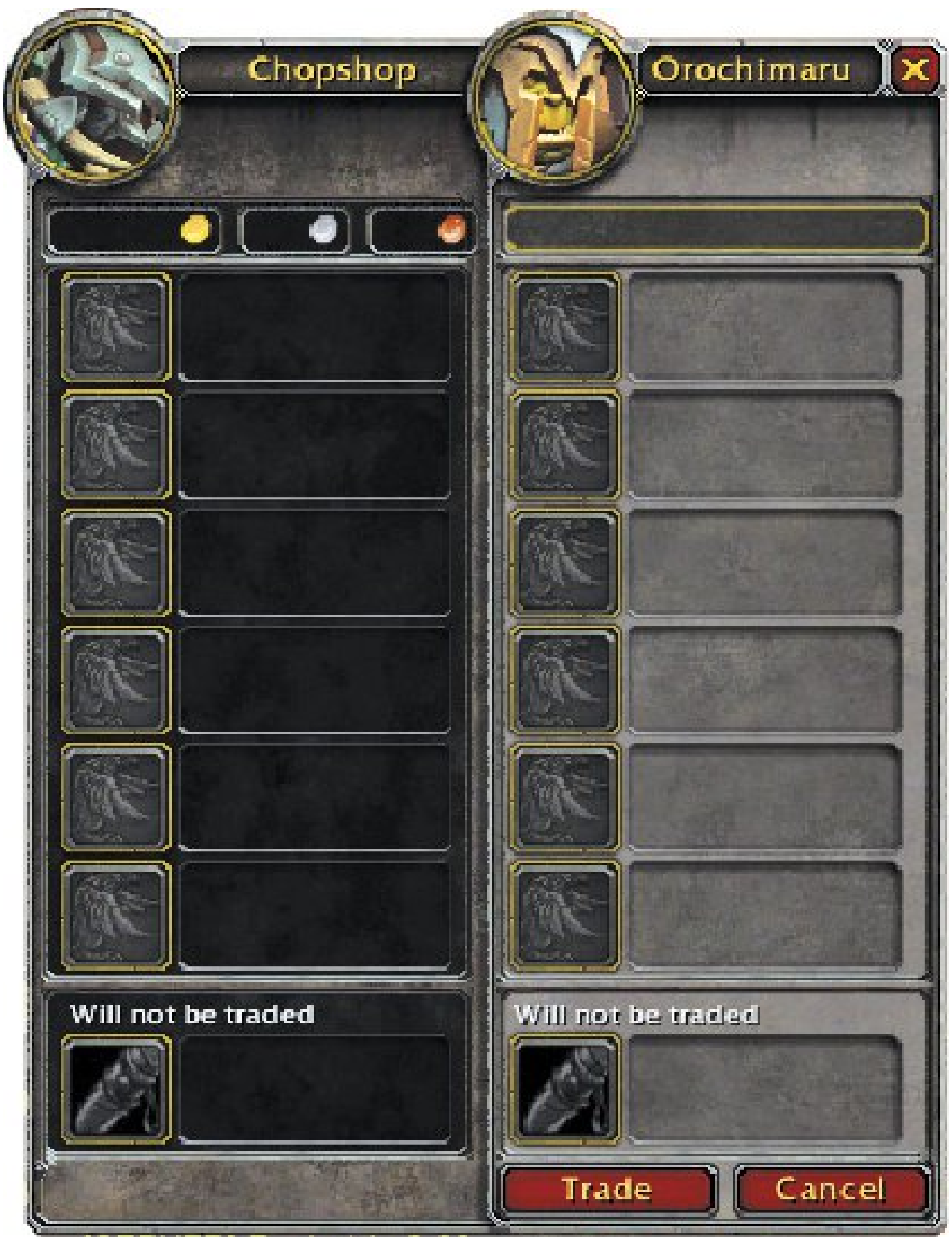
Another feature is the ability to send friends Scrolls of Resurrection. Click the scroll icon in the top-right corner of your friends list to get this process started.

Scrolls of Resurrection are used to bring a friend back to World of Warcraft. If you know someone who let their account lapse for any reason, you can use this function to give them a bit of free play. Should that friend purchase additional game time, you (and they) earn some nice bonuses, like mounts, and the ability to bump a character to a higher level.

However, the inactive account must have been made before March 2012, and they can only accept one scroll from anyone on that account. If you have any friends who used to play, consider using a Scroll of Resurrection to tempt them to come back and help you in your World of Warcraft adventures.

If you're in the same place as another player (meaning a character with a blue target portrait), there are several ways to directly interact with them. Target them and then right-click on their player portrait. You get a short list of ways to communicate. You also see the name of the player's guild in their tooltip. Underneath their name, you also see a guild identifier.

Interaction Method	Result
Target Marker Icon	Set an icon for your party or raid group above this player.
Set Focus	Sets a player portrait in your interface, so you can keep tabs on their status.
Add Friend	Adds the character, or the player's BattleTag, to your Friends List.
Invite	Invite the player to join a group.
Whisper	Another way to whisper to a player.
Inspect	Opens the player's Character window, so you can see their armor, PvP status, and Talents.
Compare Achievements	Used to see who has done more in-game activities.
Trade	Opens the Trade window, so two players can buy, sell, trade, enchant, or unlock items for each other.
Follow	Causes your character to follow behind the other person, as long as you can keep up.
Duel	Invite another player to fight to the almost-death (no permanent damage is incurred by either party).
Pet Battle Duel	If both characters have trained Pet Battles, you can challenge that character to a Pet Battle Duel.
Move Frame	With this option, you can move their portrait and raid frame to a position you prefer.
Report Player for	If the player has an offensive name or is violating the terms of service to cheat, you can report them to Blizzard. Check Blizzard's Harassment Policy before you use this.



TRADING WITH OTHER PLAYERS

Before initiating a trade, you and another player should agree on the item to be sold and the price to be paid. To trade with another player, you must be in the same room. Either party can initiate the trade by right-clicking on the other player's portrait and clicking on Trade. You can also drag an item over a person to open this window.

The left window shows what you wish to trade; the right window shows what your comrade wishes to trade. There are three different areas for money, items, and items that you do not actually wish to trade. To make a trade, type in the amount of money you want to pay or you can right-click on any item in your backpack to send it to the Trade window. When your side of the transaction is accurate, press Trade; your window turns green. When your comrade does the same, the trade completes.

The "Will not be traded" section is for items that will be modified by another player. This includes equipment that someone will enhance or locked boxes that will be opened. To complete this transaction, place your item in the bottom box, and your comrade goes to work. It is customary to "tip" a player that performs this service for you.

Be careful about making trades of large sums of money or valuable materials if you don't know the other person. Most players are honest, but you should always be wise about who you do business with.

MORE INFORMATION ABOUT PLAYERS

If you are chatting with someone from afar, or if you see them chatting on a channel, you can find out more about them or initiate a conversation by clicking on their name when you see it in the General chat log.

Click on the player name to whisper to them. Shift+click on the player name, and the game tells you their level, race, class, guild, and current location.

If you're trying to find someone, use the /who command to search for players that match a name, level range, location, or class description. /who is quite useful in this way, but you can only search with it every few seconds. Type too quickly and the server will ignore some of your requests.

WORLD
WARCRAFT
WARLORDS of DRAENOR

GROUP RULES

A group consists of two to five players, with one of them being a leader. When in a group, use the /p command to chat only with players in your group.

THESE ARE THE AUTOMATIC GROUP RULES IN THE GAME:

• Groups divide experience for kills. There is a bonus to the total XP gained, so groups that kill quickly can make more than soloing players. However, this requires an aggressive pace.

• If multiple people are on the same collection quest, each player waits his turn to get a dropped quest item.

• If multiple people are on the same quest to kill a single enemy, all players are able to loot the associated head, insignia, or other item the quest has requested.

• All members are awarded kill credit for targets as long as they are close enough to the fighting.

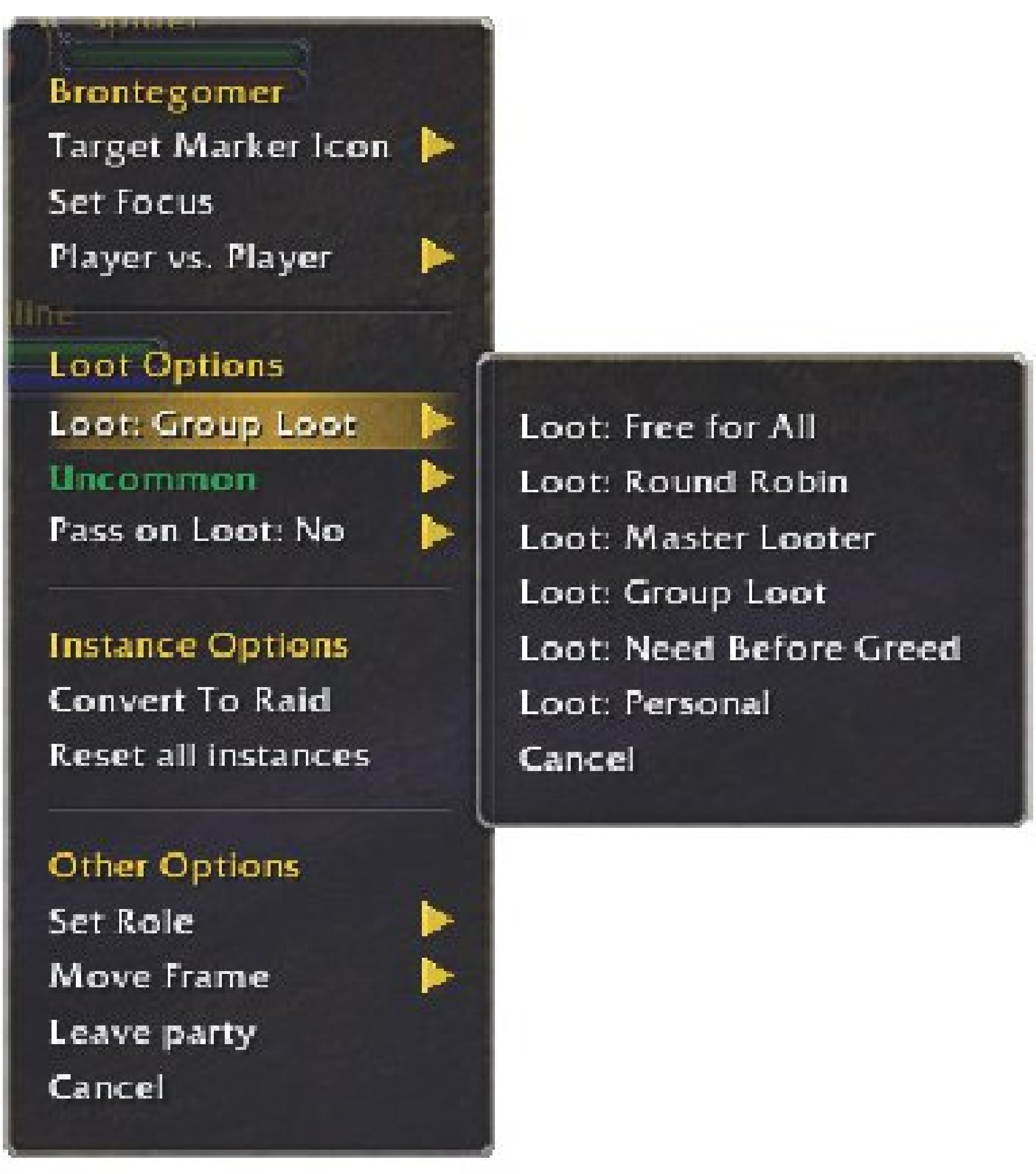
To create a group, there are two sets of commands: those used if you are in the same room, and those used if the player is in another location.

Group Command Summary

Command	Effect
Join	If you are asked to join a group, choose Accept or Decline.
Create/Invite	If you are creating a group, type: /invite <playername>; You can also right-click on the player portrait, and click Invite. You are now the Leader. Only the Leader can Invite.
Uninvite	To remove a player from your group, type: /kick <playername>. You can also right-click on the player portrait, and click Uninvite. Only the Leader can Uninvite.
Promote to Leader	If you are the Leader, you can designate someone else the Leader. Right-click the player portrait, and click Promote.
Leave	To leave your party, right-click your own portrait, and click Leave Party.
Party Chat	/p <Anything you want to say>
F1	Target yourself.
F2, F3, F4, F5	Target other party members.
F-key	Assist target; this targets anything that the currently selected person is targeting.

FOCUSING FIRE

One of the most fundamental group strengths is the ability to kill targets quickly by focusing all attacks on a single target. Five characters simultaneously attacking five monsters are effectively soloing. What's the point? Why would that even help? A few shared buffs would be the only major difference. However, five people that attack one monster kill it almost immediately. That takes 20% of the damage out of the fight. Always try to /assist the leaders of your group. They should let you know who to /assist. If they don't, actively state that you're going to /assist one of the damage dealers. This encourages others to do the same.



Looting Options

When playing in a group, there are several options for sharing the loot found on corpses. The default option is Group Loot, which is the most practical choice at beginning levels and for players who don't know each other. Here is the full list.

Free-For-All	Any player can loot any corpse. This is useful if one player is seeking a specific drop. However, this isn't a good option for strangers on collection quests. Friends get the most out of this because it's fast and easy.
Round Robin	Every player takes his turn in a specified order, just like a hand of cards. You know when it's your turn to loot because the corpse "sparkles" for you.
Master Looter	The Leader takes all the loot and doles it out at the end. This is primarily used in specific guilds, where point systems are in place to figure out loot distribution.
Group Loot	Has the same rules as Round Robin, with an additional option. When an Uncommon (Green) or better item appears, the game offers an option for players to roll, as in rolling dice, for the item. This is a good default when dealing with strangers.
Need Before Greed	Similar to Group Loot except that players who cannot equip the valuable items automatically cannot roll for them. This is the automatic setting for groups created in the Dungeon Finder. While this option is engineered to be the most fair, not everyone who can equip an item needs it. And sometimes, people who can't equip an item can use it for an alt, or a disenchant. Think carefully when choosing this option.
Personal	The Personal Loot option is for raids and won't be a concern until you are higher level.

MORE ABOUT GROUP LOOT AND NEED BEFORE GREED

Most parties tend to be in one of these two looting formats, so it's important to be able to quickly decide which is the best option to choose. When an item of high enough quality appears in the loot pool (and the loot is set to Group Loot or Need Before Greed), every eligible player is prompted to roll on the item.

Need

If the item description shows that you can use the item, and it's also an upgrade for the character you're using in the group, select Need. Doing so generates a random number from 1-100. Your roll is compared against all other players who rolled Need. The item is awarded to the player with the highest roll.

However, be careful when picking Need. If you're in a group with people you don't know, it's considered proper etiquette to ask in party chat if anyone minds that you "Need" an item. By asking politely and not abusing Need to hoard items, you'll find yourself in many players' good graces.

Greed

Assuming no one selected Need, everyone who chose the Greed option generates a number between 1-100. The player with the highest result is awarded the item. If you want the item for an alt, you should choose Greed. If you plan to sell the item, you should definitely click Greed, or Pass. You will earn the goodwill of everyone in the party.

Disenchant

If your party includes an Enchanter, all players get this option. Disenchant is considered a Greed roll. Meaning if anyone clicks Need, the results of the players who chose other options are disregarded. Disenchanting causes the item to be destroyed with the resultant materials placed in the inventory of the winner. Only choose this once you feel comfortable enough with the game that you know if loot will be more valuable as components rather than as an item.

Pass

If you simply don't want the item, or if you don't know if you have permission to roll on the item, choose Pass. There are many times when the benefit of stepping aside is more than the benefit of having an item. You can get another weapon, but being a polite party member could result in making new friends.

GROUP ETIQUETTE

The following is a short list of guidelines for becoming a reliable group member.

1. Be polite and communicative. Say thanks when someone helps. Apologize if you make a mistake. If someone is new and makes a mistake, be helpful. Don't forget, you were in their place at one point!

2. Confirm what role you need to play in the group: tank, damage dealer, or healer. Try to fill that role as best you can by equipping the best gear for that role and using the abilities that maximize your potential in that playstyle.

3. If your class has a buff of some kind, share it with everyone in the group. Do the same with items that your class creates (such as Warlock Healthstones).

4. Share any relevant quests with party members.

5. Tell the group if you must leave at a certain time. Do this as far ahead of time as possible to avoid a sudden, unexpected departure.

6. If multiple players have the same gathering professions (Herbalism, Mining, Skinning), share the resources fairly.

7. Don't loot while others are still fighting. Wait until everyone is safe.

8. Share loot that you can't use. If you get a weapon you can't equip, consider giving it to a player who can.

9. Disband the party only after everyone has completed the quests they started together.

10. Stay close to your group members, so you don't accidentally draw the aggro of extra enemies.

11. State openly if you're going away from the keyboard or taking any kind of break.

12. Don't whine if things aren't going your way. Bad groups are out there, and they happen to everyone. Leave (politely) as soon as you can if a group isn't to your liking, but don't make a scene. You never know why someone is having an off day, and hurting their feelings is unnecessary.

These guidelines go both ways. All members in your party should be cooperative and fair. If they aren't, feel free to tell them so and add them to your Ignore List. Occasionally, groups do go poorly. A good rule of thumb is to express your concern and give the group a chance to improve. If members don't cooperate, you can feel justified in leaving mid-group. When you have a great group, say thank you. You can even add your new comrades to your Friends List, or consider joining their guild. If no guild exists, consider starting one.

Introduction

Advanced Group Play

Grouping changes the nature of World of Warcraft play considerably. Players are no longer focused on doing everything for themselves. Instead of acting as tank, healer, and damage dealer all at once, you get to focus on whatever you do best, while others in your group do the same.

Groups can carry up to five members, and that is what's needed to complete most dungeon runs. This section explains more about roles in a group and dungeon running.

WORLD DUNGEONS

World dungeons are large places designed for more intensive play than standard areas in World of Warcraft. Some world dungeons are bigger than others, but they all have instanced zones. An instance is a specific copy of the dungeon that is for your group only. In the same way that your server is a copy of World of Warcraft, your instance is a copy of a dungeon. You can only enter the same copy of the dungeon if you are in a party with your friends.

Level 15 is the minimum character level to enter the lowest-level World Dungeons. You aren't required to take five characters into a dungeon. An overleveled character can solo things to farm for low-level materials. You won't be getting in anyone's way because you'll be in your own copy of the dungeon.

However, taking on any dungeon of appropriate level should be done with all five character slots filled. Everyone should also meet the level requirements of the dungeon and be geared adequately. Even if someone's gear seems a bit low, don't immediately assume they're no good for the dungeon. Give that player a chance before making a snap decision based solely on gear. Poor player skill is far more of a liability than weak gear!

WHAT TO EXPECT IN WORLD DUNGEONS

World dungeons differ from standard gameplay in many ways:

1. Dungeons are designed for groups—not solo play.

2. Completing a dungeon can be time consuming.

3. The enemies are tougher and more numerous. Expect almost all monsters to be elite.

4. Dungeons are populated with many special monsters, called bosses.

5. Dungeon quests are much harder.

6. The rewards are much richer. You find a much higher percentage of Rare or Epic gear by fighting in dungeons.

GROUP PREPARATION

When you're in a group that is considering a dungeon run, make sure that you know the answers to the following questions.

Who is the main tank? This is the person who initiates fights, holds aggro, and protects the group. You want to ensure that their job is as easy as possible because your character's life depends on it.

Who is the main healer? Almost any group is going to need one healer, and some are going to need more than one to get through a dungeon. The main healer should be saving all resources for healing. They only try to add damage to a fight when things are going especially well.

Who is dealing damage (DPS)? Everyone who is going to focus on damage is included in the group's DPS (damage per second, but it's often used as a way to say damage). Damage dealers should have /assist macros to ensure that they are all hitting the same targets. The most experienced DPS member should be the one that everyone assists.

Who will do the pulling? Some main tanks like to have another person bring monsters back to the group. A puller is a character who goes ahead of the group and then lures enemies back to a safer position, where they can be ambushed and killed without the danger of additional targets joining the encounter. If the main tank isn't a puller, this task often falls to a ranged character or someone with stealth.

Who is the group leader? Someone needs to lead, and the others must follow. A tradition is to have the main tank lead—but they should know the dungeon well. A good leader should know an area ahead of time and be a skilled player!

Does everyone have all the dungeon quests? Look in the quest log to make sure everyone has pertinent quests. Share everything possible so everyone gets the most gold and experience from their dungeon run.

How long will it take? Confirm whether anyone has to leave early. Some dungeons are much longer than others, and having someone leave in the middle is a major hassle.

What are the loot rules? Every group must decide on loot rules before starting their fights. You don't want a good item to appear and get snatched away because you didn't decide on this ahead of time.

Has everyone shared their class buffs? Use class buffs, food, and any other bonus-producing goodies before starting a challenging quest or dungeon run.

Are Hunters and Warlocks managing their pets? Pets should be set to assist. For specific encounters where precision is key, people may even ask that pets be dismissed.

LEVEL REQUIREMENTS

Because the content in dungeons is difficult, each dungeon has a recommended level range that all members in your party should meet. Taking someone who is below that level requirement is problematic, because enemies can aggro on that lower-level character from farther away. This makes it much harder to manage fights or sneak through specific areas (even in more cautious groups it can lead to problems). Also, higher-level monsters are hard to hit; a character below the minimum isn't going to contribute much toward a group's success.

The best way to find level-appropriate dungeons is to use the Dungeon Finder tool and see what's available. Once you hit level 15, there will be at least one instanced dungeon available, although you may need to discover its entrance first.

DUNGEON PREPARATION

Here are a few more things to do before starting a group for a dungeon run.

1. **Repair your armor.** Some characters can use abilities to help with this, but you shouldn't rely on them (especially considering that most players won't have them until higher levels).

2. **Empty your bags.** You often collect a great deal of loot in a dungeon, so take only essential items in your bags. Being full of crummy items is lame when you have expensive dungeon gear to snag. As a last resort, destroy low-quality loot or gray items in your bag to make room for better stuff.

3. **Stock up on provisions.** Take enough food, water, potions, and reagents.

4. **Bring any required quest items.** Double-check quest text to see if you need anything while in the dungeon to complete the quest.

WIPEOUTS

Wiping occurs when all members of your group die and they have no way to resurrect where they died. If this happens, you must run back from a graveyard and return to your corpse. When this happens inside a dungeon, you must go back into the dungeon's entrance before your body respawns.

Depending on the timing, all the monsters you killed may still be dead; or they may have respawned, which means they've reset, and you have to fight them again. This only happens when a group takes a long time to complete a dungeon. This is sometimes a sign that things aren't going well and people might want to try again another time.

Understandably, groups want to avoid a wipe at all costs, so it's wise to try to save a party member who can resurrect everyone else later. However, if your group does wipe, don't get too upset about it. Wipeouts happen, especially when people are learning new dungeons/encounters.

Your gear suffers a durability hit when your character dies, but the cost isn't that severe. It's easy to make money with questing, selling things on the Auction House, and by general fighting. You aren't going to end up poor because of a few lousy dungeon runs.

PICK UP GROUPS (PUGS)

In this case, PUGs aren't cute little dogs. This refers to groups that are formed by strangers, often using the Group Finder's Dungeon Finder tool. These are the hardest groups to win with, but that doesn't mean that they'll always be of low quality. Indeed, you might end up with several people who know a dungeon already or have impressive gear, and the dungeon will be a walk in the park because of it.

The reality of PUGs is that you won't know what to expect. Their quality has such wide variance that you might have a perfect run and follow it up with a nail-biting, hair-pulling attempt that falls flat after an hour.

To limit your time with random groups, remember to /friend people who impress you. Good players make groups a great deal more enjoyable. If you can fill two or three slots with players of known skill, you won't have nearly as much uncertainty in your dungeon delving.

Eventually, you might find a group or guild to adventure with regularly. This leads to considerable advances in tactics and playstyle. It's also a great way to make friends.

TACTICS

Take a look at which abilities you use while soloing. Some of them make perfect sense when you don't have anyone watching your back. However, in a group environment, some of these become a waste of time and resources. If you're not taking aggro from monsters, why use something that raises your survivability by a substantial measure (especially if it takes away from your damage output)?

Figure out how to best contribute within your role. If you're a tank, learn how to mitigate as much damage as possible. Use abilities that get attention from multiple monsters. Try to keep yourself from going low on health, and learn how to control monsters' positions so the damage dealers know where to stand in each encounter.

Healers should spend a huge amount of time looking at everyone's health and saving the group from harm. Find ways to do this efficiently during long fights as well as methods to maximize your healing output and mana during tense boss fights. Consider who the most important people are to keep healed (e.g., a tank or another healer), move as necessary to keep things from pounding on you, and take enemies over to someone else if you do get attention. Being an effective healer isn't only about managing bars, it's also about good communication.

Damage dealers should lay on as much damage as possible without stealing aggro from the main tank. As long as they assist each other to stay on one target at a time, this is not terribly difficult. They'll rip down individual enemies while the tank holds onto everything else (and preferably the single target as well)!

Don't be afraid to ask questions before a fight. Ask about your role or your abilities. Some people will be annoyed by this. The majority won't, because they know that you're trying to learn. They also know that your questions might save the group in the pull ahead. If one person didn't know what to do, maybe there were a couple more people who didn't know but were afraid to ask!

Also, use available resources to find out more about your targets. The Dungeon Journal is an in-game tool that lists all the abilities and available loot within World Dungeons.

HAVE FUN

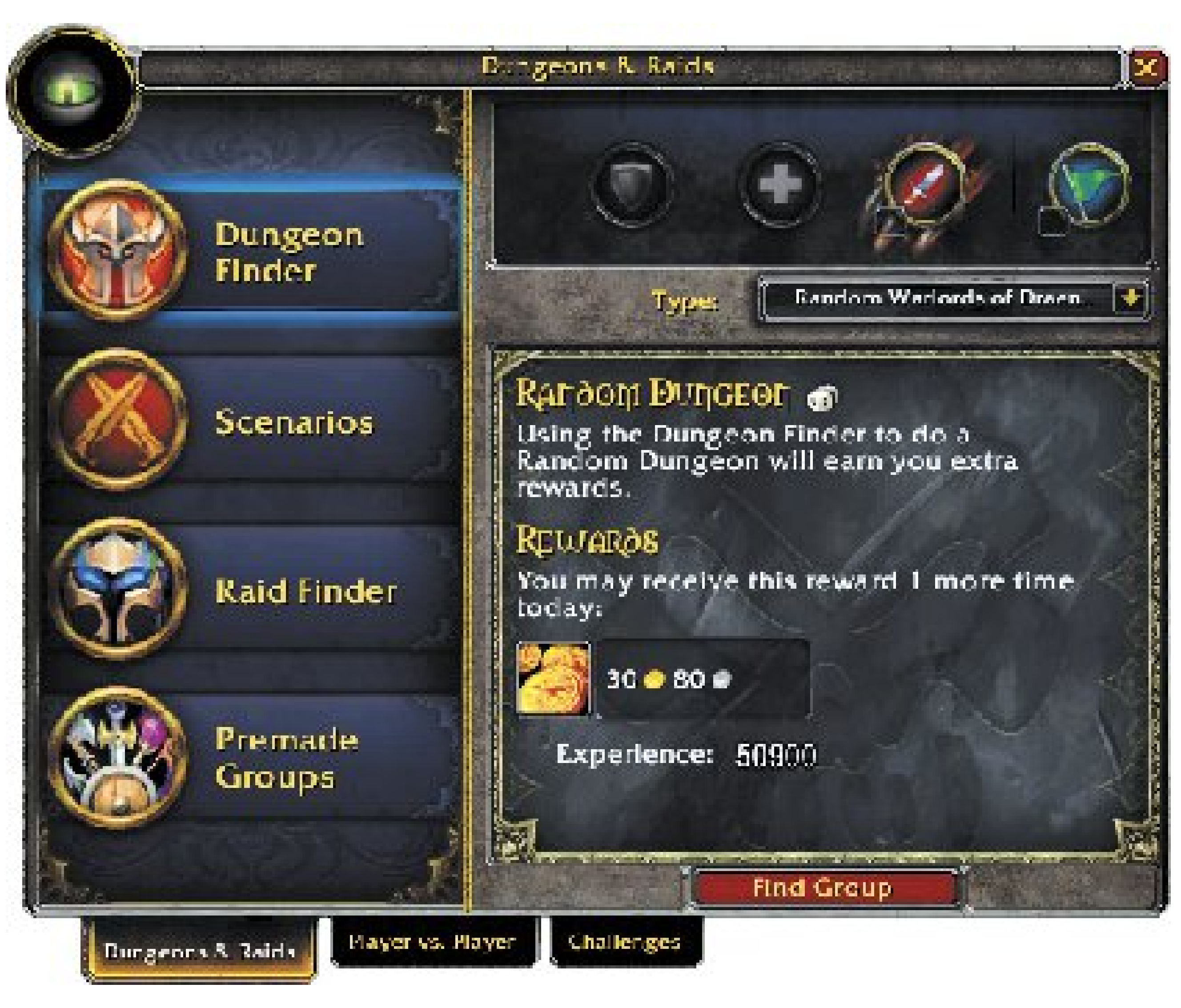
This section might make dungeons seem awfully intimidating and tough. They can be, but they can also be very satisfying to complete. Dungeons reveal more about the Azeroth storyline, and they hold the most exotic, sometimes amusing, and powerful enemies in the game. For success, enter a dungeon, listen to your leader, and pay close attention, but also have fun!

DUNGEON FINDER TOOL

If you want to run a dungeon, whether you're part of a full five-player group or joining on your own, the Dungeon Finder tool is a valuable resource. Using the Dungeon Finder to run dungeons has many advantages, but the biggest one is arguably the fact that you are transported directly to the dungeon interior instead of spending the time traveling.

WHAT ABOUT THE OTHER OPTIONS?

Raid Finder, Scenarios, and Challenges don't become available until you reach a much higher level. They are covered in a later section of this guide.



Random Dungeon

Using the Dungeon Finder to do a Random Dungeon will earn you extra rewards.

Rewards

You may receive this reward 1 more time today:

30 80

Experience: 50900

USING THE DUNGEON FINDER

The Dungeon Finder tool first becomes available at level 15. To access the Dungeon Finder tool, click on the appropriate icon in your interface bar, or press I on your keyboard. First, you can select a specific dungeon, or set the system to randomly assign a dungeon. Next, select a role appropriate for your class and spec (Tank, Healer, Damage dealer).

The Dungeon Finder places you in the queue, and the Dungeon Finder tool icon appears near your minimap. Mousing over the Dungeon Finder icon provides the average wait time for players using the system. Tanks and healers generally have much shorter wait times than players who choose a damage role.

Use the drop-down "Type:" menu to choose to run a random dungeon, or a specific dungeon from a listing appropriate for your party's level range. While it might be tempting to stick with familiar dungeons, there are advantages to running random dungeons (more on that soon).

The Dungeon Finder always places you in dungeons appropriate to your character's level and equipment. At higher levels, you may need to meet certain requirements, such as completing a quest or discovering a dungeon's entrance, to access the dungeons through the Dungeon Finder tool.

Queuing In A Group

Groups, whether full or in need of a few roster spots, can still use the Dungeon Finder. The group leader queues the entire group, but individual players must choose their role (or roles—with dual specs, most classes can select more than one role). If your group has fewer than five players, it is placed into the queue and other players already in the queue are added when a dungeon is selected.

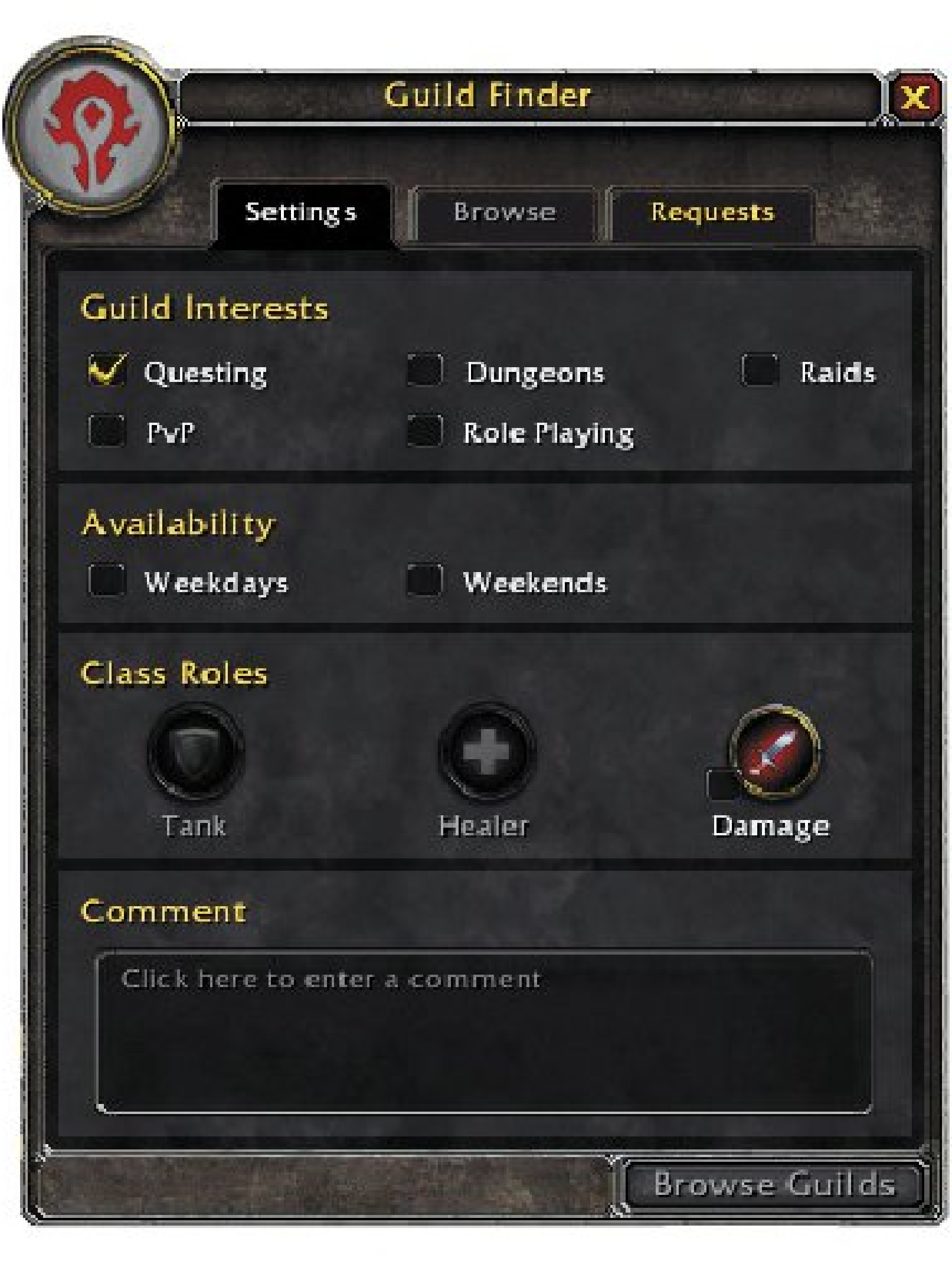
If your group already has five characters, then you are sent to a dungeon immediately after everyone has selected a role. Keep in mind that at least one player must select Tank and another Healer in order for the Dungeon Finder to place your group.

INSIDE THE DUNGEON

After entering the dungeon, you can use the Dungeon Finder icon near your minimap to teleport out. Doing so sends you back to the spot from which you were teleported into the dungeon. Walking out of the portal at the dungeon's start does the same thing. To find the option to return to the dungeon, right-click on the Dungeon Finder icon.

RANDOM DUNGEON BONUSES

Completing a random dungeon provides extra rewards. Most often the rewards are extra money, experience, and even items at lower levels. Another advantage to selecting a random dungeon is that everyone in a group with at least one random member receives a Luck of the Draw buff. Luck of the Draw increases damage done by 5%, healing done by 5%, and health by 5%. This number increases in 5% increments for each random party member included in the group, although the maximum benefit given by Luck of the Draw is 15%.


Guild Finder
Settings
Browse
Requests
Guild Interests
☑ Questing
☐ Dungeons
☐ Raids
☐ PvP
☐ Role Playing
Availability
☐ Weekdays
☐ Weekends
Class Roles
Tank
Healer
Damage
Comment
Click here to enter a comment
Browse Guilds

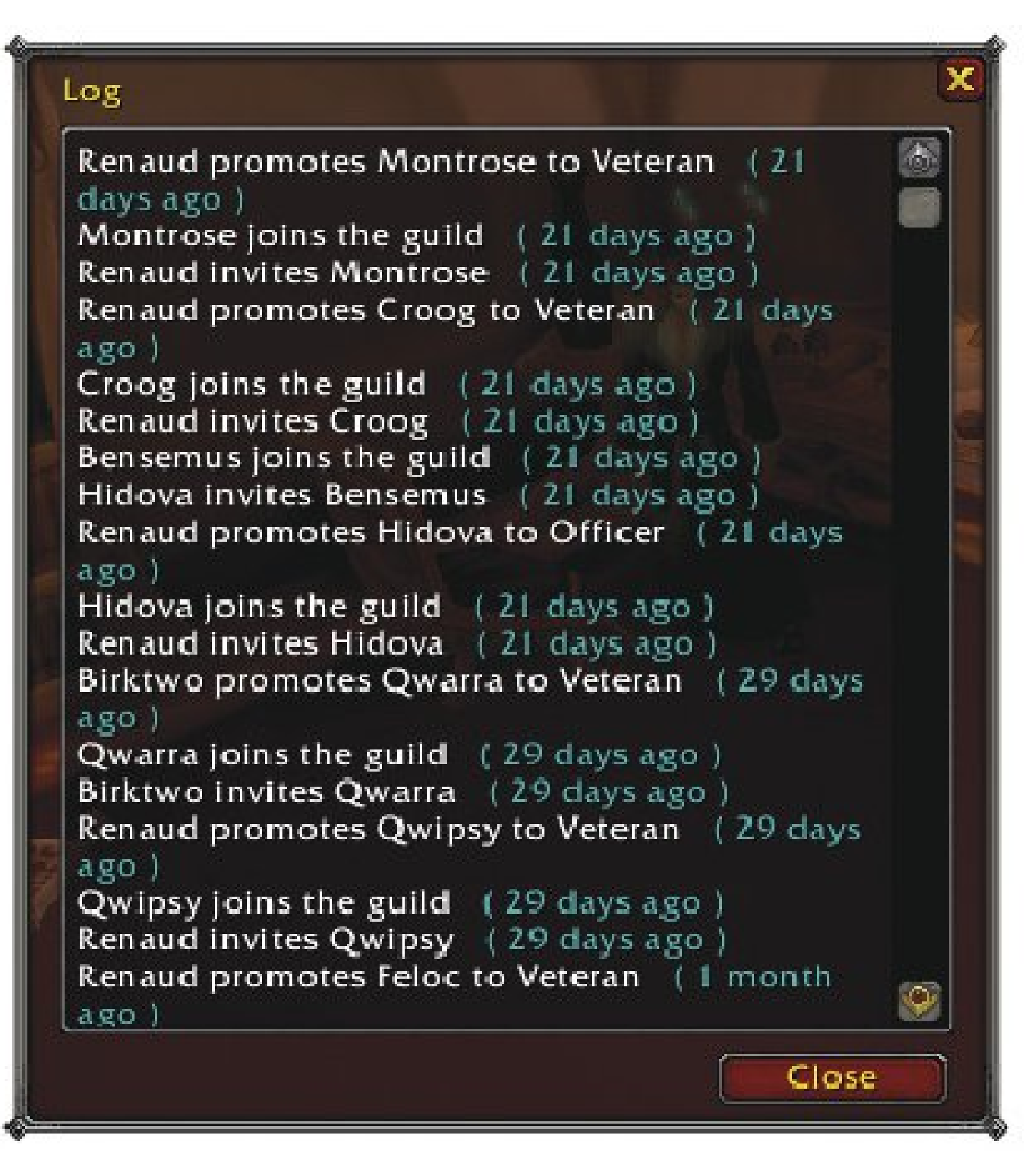
Guilds are player-run organizations formed to accomplish some type of goal that is easier through cooperative efforts. They might be involved in PvP events, roleplaying, endgame raiding, leveling, or just about anything else. There are thousands and thousands of guilds throughout World of Warcraft, some with members that have been adventuring together for longer than World of Warcraft has been released!

Most players join a guild at some point, but players join guilds for many different reasons. As long as you're playing with a full version of the game, you can join any guild that invites you. Using multiple characters, you can even be a member of many guilds!

FINDING A GUILD

It's easy to find a guild. In fact, you may be asked to join guilds by total strangers. The trick is finding an active and stable guild that suits your purposes. If you meet a player that you enjoy playing with, it's completely appropriate for you to inquire about their guild. Keep in mind that there are no rules for monitoring guilds, so guild behavior varies widely. The following covers some important things to consider when looking for a guild.

There's a Guild Finder Tool built into the game's interface as well. If you aren't currently in a guild, press "j" to open the Guild Finder Tool. Check the boxes relevant to your interests and availability and browse which guilds are currently recruiting and share your interests.



```
Renaud promotes Montrose to Veteran ( 21 days ago )
Montrose joins the guild ( 21 days ago )
Renaud invites Montrose ( 21 days ago )
Renaud promotes Croog to Veteran ( 21 days ago )
Croog joins the guild ( 21 days ago )
Renaud invites Croog ( 21 days ago )
Bensemus joins the guild ( 21 days ago )
Hidova invites Bensemus ( 21 days ago )
Renaud promotes Hidova to Officer ( 21 days ago )
Hidova joins the guild ( 21 days ago )
Renaud invites Hidova ( 21 days ago )
Birktwo promotes Qwarra to Veteran ( 29 days ago )
Qwarra joins the guild ( 29 days ago )
Birktwo invites Qwarra ( 29 days ago )
Renaud promotes Qwipsy to Veteran ( 29 days ago )
Qwipsy joins the guild ( 29 days ago )
Renaud invites Qwipsy ( 29 days ago )
Renaud promotes Feloc to Veteran ( 1 month ago )
```

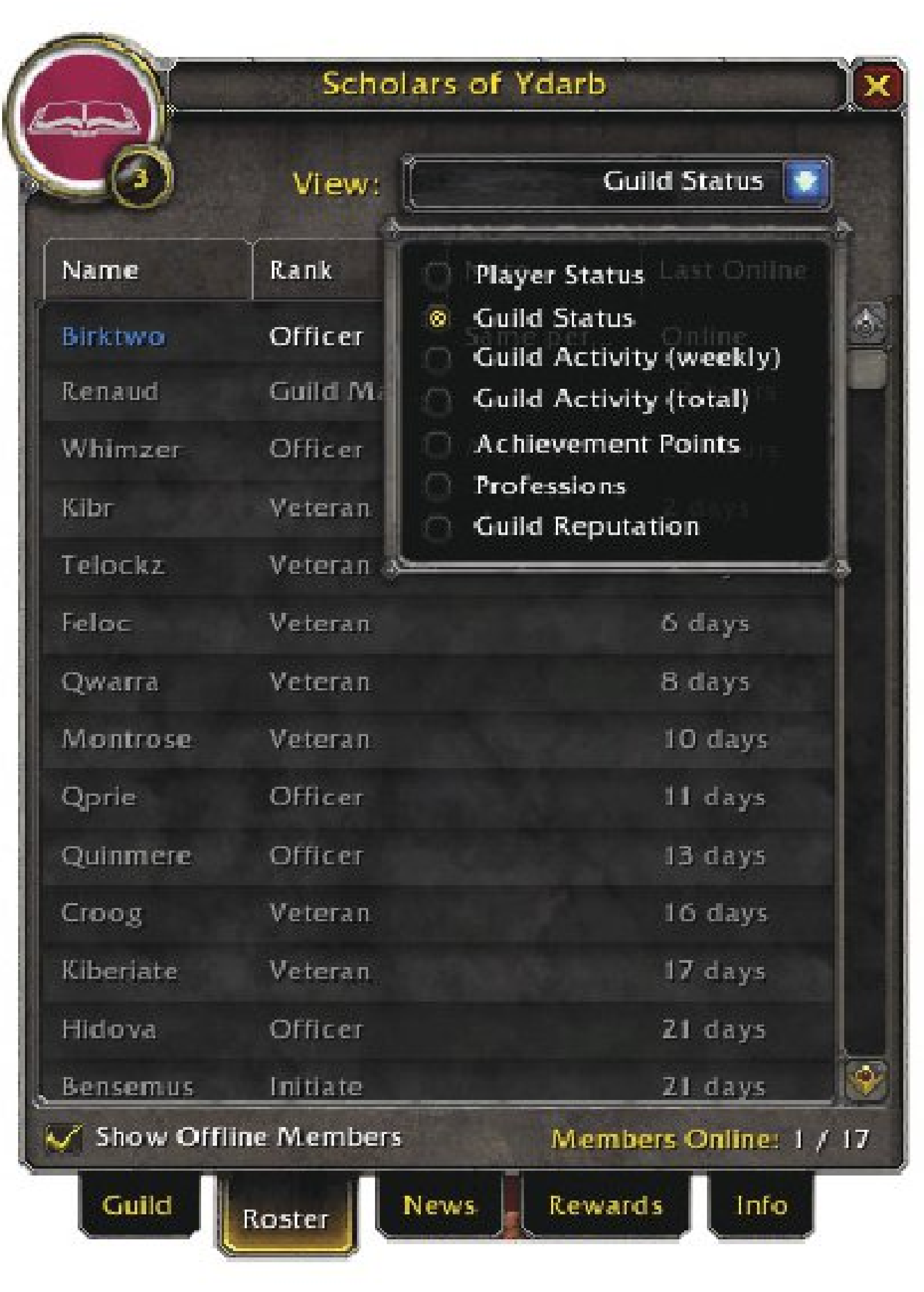
TYPES OF GUILDS

Questing guilds work together to explore all the lands of World of Warcraft through the completion of quests. Many guilds of this type are also thought of as leveling guilds, since the emphasis is often working with new or low-level players to increase their character level.

PvP guilds focus on player-versus-player combat in the battlegrounds or elsewhere in the world. Due to the competitive nature of PvP, many PvP guilds aren't prone to accept new players without a trial period.

Dungeon and Raiding guilds are typically looking for players to fill specific roles in their raiding groups. Guilds running dungeons may have characters at various levels and could have a spot available for newer players. Raiding guilds are stocked with max-level characters and focus on completing endgame content, and they are more likely to have more specific rules on playtimes and character readiness than many other guilds.

RP guilds are together for role-playing. They stay "in character" while playing World of Warcraft.


Scholars of Ydarb
3
View:
Guild Status
○ Player Status
● Guild Status
○ Guild Activity (weekly)
○ Guild Activity (total)
○ Achievement Points
○ Professions
○ Guild Reputation
☑ Show Offline Members
Members Online: 1 / 17
Guild
Roster
News
Rewards
Info

Name	Rank	Last Online
Birktwo	Officer	
Renaud	Guild Ma	
Whimzer	Officer	
Kibr	Veteran	
Telockz	Veteran	
Feloc	Veteran	6 days
Qwarra	Veteran	8 days
Montrose	Veteran	10 days
Qprie	Officer	11 days
Quinmere	Officer	13 days
Croog	Veteran	16 days
Kiberiate	Veteran	17 days
Hidova	Officer	21 days
Bensemus	Initiate	21 days

GUILD SIZE AND MEMBERSHIP

Guilds can be large or small, and neither is better than the other. A small guild is usually more intimate and friendly, but you have fewer players to game with. A large guild feels less personal, but there are more players on whom you can rely.

Most people feel more comfortable in a guild with members with some similar interests. If you're new to the game, you may not be comfortable in a guild of players progressing through high-level content. On the other hand, if you want to improve your combat skills, being around more experienced players may be a benefit.

You can find guild members of varying age, gender, and life experiences. In addition, you should inquire about the playing hours of other guild members. That way, you'll get a sense of whether this is a place where you'll fit in.

COOPERATION

A strong guild encourages cooperation among its members. This means that players will help you complete quests—even if they don't have the same quest. But keep in mind, you will be expected to reciprocate. Guilds are also good opportunities for improving your professions. Guild members are often willing to provide the raw materials for your profession if you supply them, or the guild in general, with improved gear.

THE DOWNSIDE OF GUILDS

Really, there is only one big downside to playing with guilds. They expose you to drama. Any large group of people has its politicking and foolishness. Don't expect gaming to change that!

Guilds can break apart in the span of hours, even after they've been together for years. It's essential to find a guild with calm, friendly, and still firm leadership if you want to stay in one place for as long as possible. Larger isn't necessarily better for this. Age helps (both of the guild and of its player base), but that is no proof against drama either.

Instead, the actions of a guild's players speak the loudest. Observe multiple members of a guild in various circumstances. How are they in groups? Are they polite? Serious? Do they cause any trouble? How do they handle troublemakers?

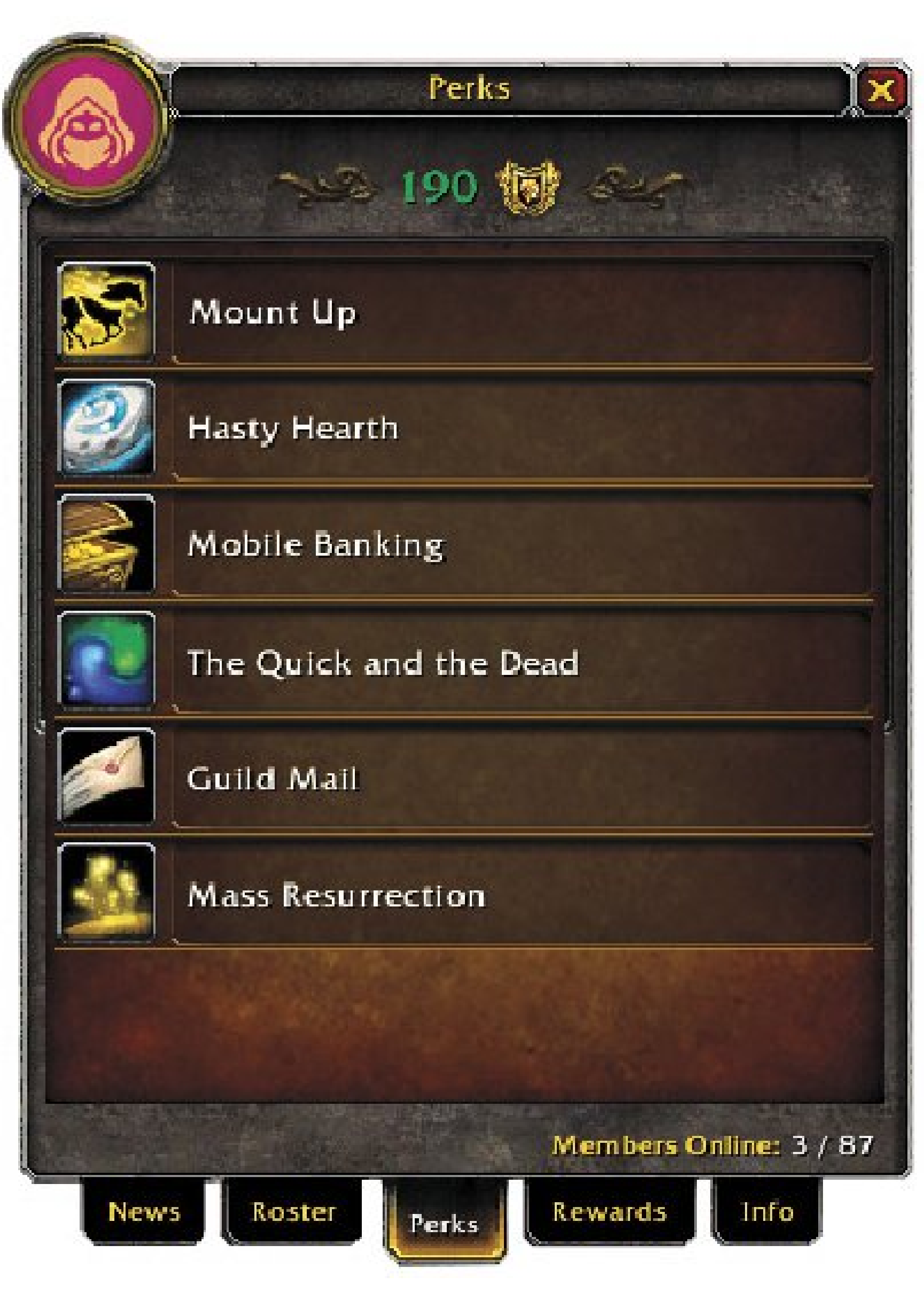
For the best results, try out for a guild and let them work just as hard to impress you. Find people who like doing the same things that you enjoy. It pays for itself in the long run, even if you spend a good while on your own, looking for the right fit.

GUILD BENEFITS

The primary benefit of joining a guild is that you are never alone in the game. Being part of a guild is like being part of a club or team. Your guild mates are there when you have questions or problems in the game or when you just want someone else to play with.

Playing with the same people also builds tremendous rapport. It's easier to complete dungeons and raids when you can communicate well with other people, and getting to know everyone in a guild aids that process.

Guilds have their own vaults to exchange crafting materials, and they often have far more advanced crafters than people who are soloing. Because members of these Professions have multiple gatherers on their side, they raise their skills quickly and then provide their work to others on the team at a trivial rate (or free of charge).


Perks
190
Mount Up
Hasty Hearth
Mobile Banking
The Quick and the Dead
Guild Mail
Mass Resurrection
Members Online: 3 / 87
News
Roster
Perks
Rewards
Info

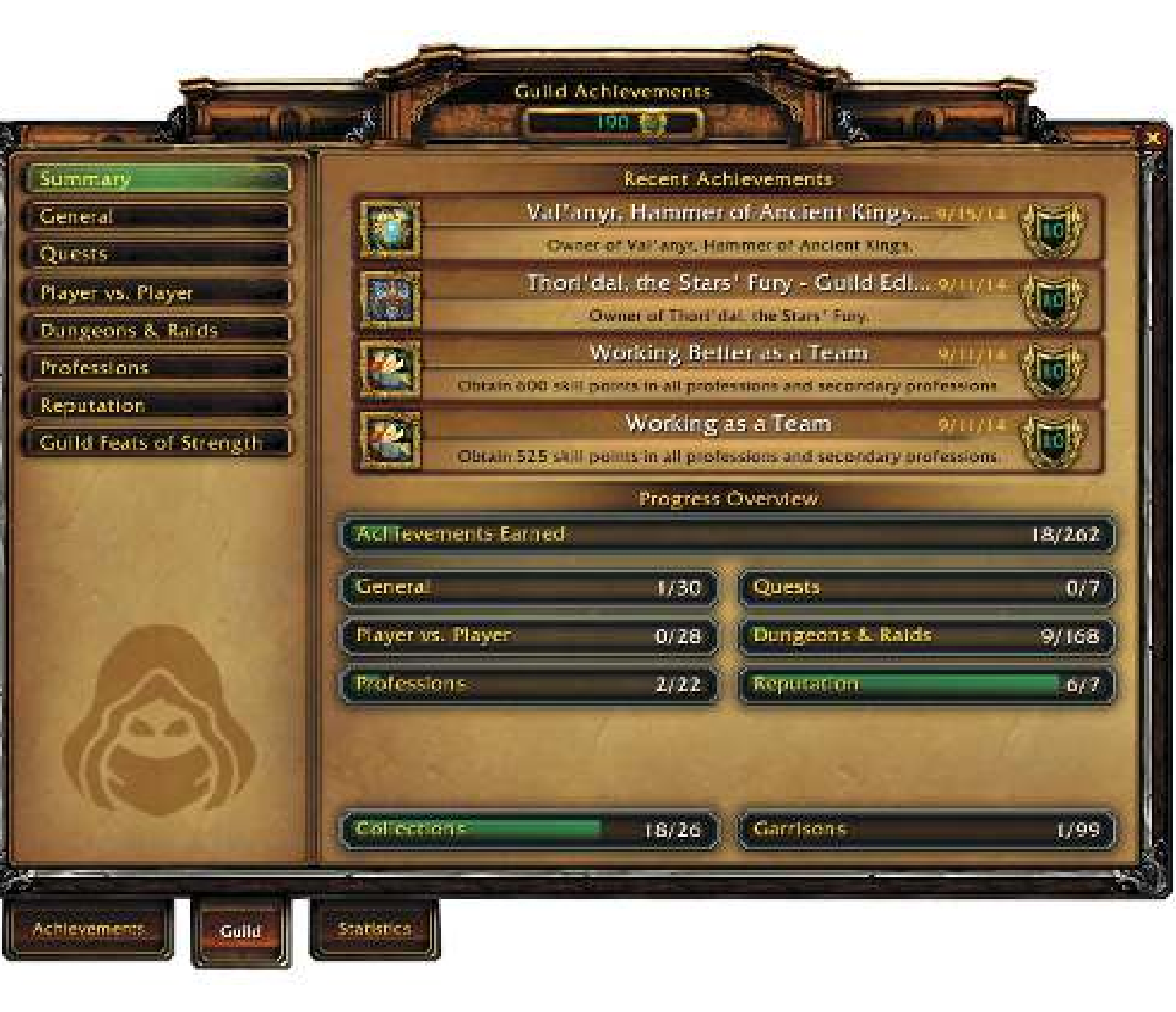
GUILD PERKS

Bonuses for being part of a guild include increased experience gain for its members, faster mount speeds, and much more. These perks are available to a guild as soon as it's formed, and to members as soon as they join.

GUILD ACHIEVEMENTS

Guild Achievements appear in your Achievement pane under the Guild tab. Most of these achievements mirror your standard achievements with the added stipulation of accomplishing many of them in a group made up primarily of members of your guild.

These achievements span every facet of the game. Completion of dungeons, and participation in PVP battles are examples of achievements that must be done in a guild-heavy group. Other achievements keep track of the combined efforts of the individuals in the guild. Getting at least one of every class from each possible race to maximum level is an example of such an achievement, as is having Zen Masters in every profession.


Guild Achievements
190
Summary
General
Quests
Player vs. Player
Dungeons & Raids
Professions
Reputation
Guild Feats of Strength
Recent Achievements
Progress Overview
Achievements
Guild
Statistics

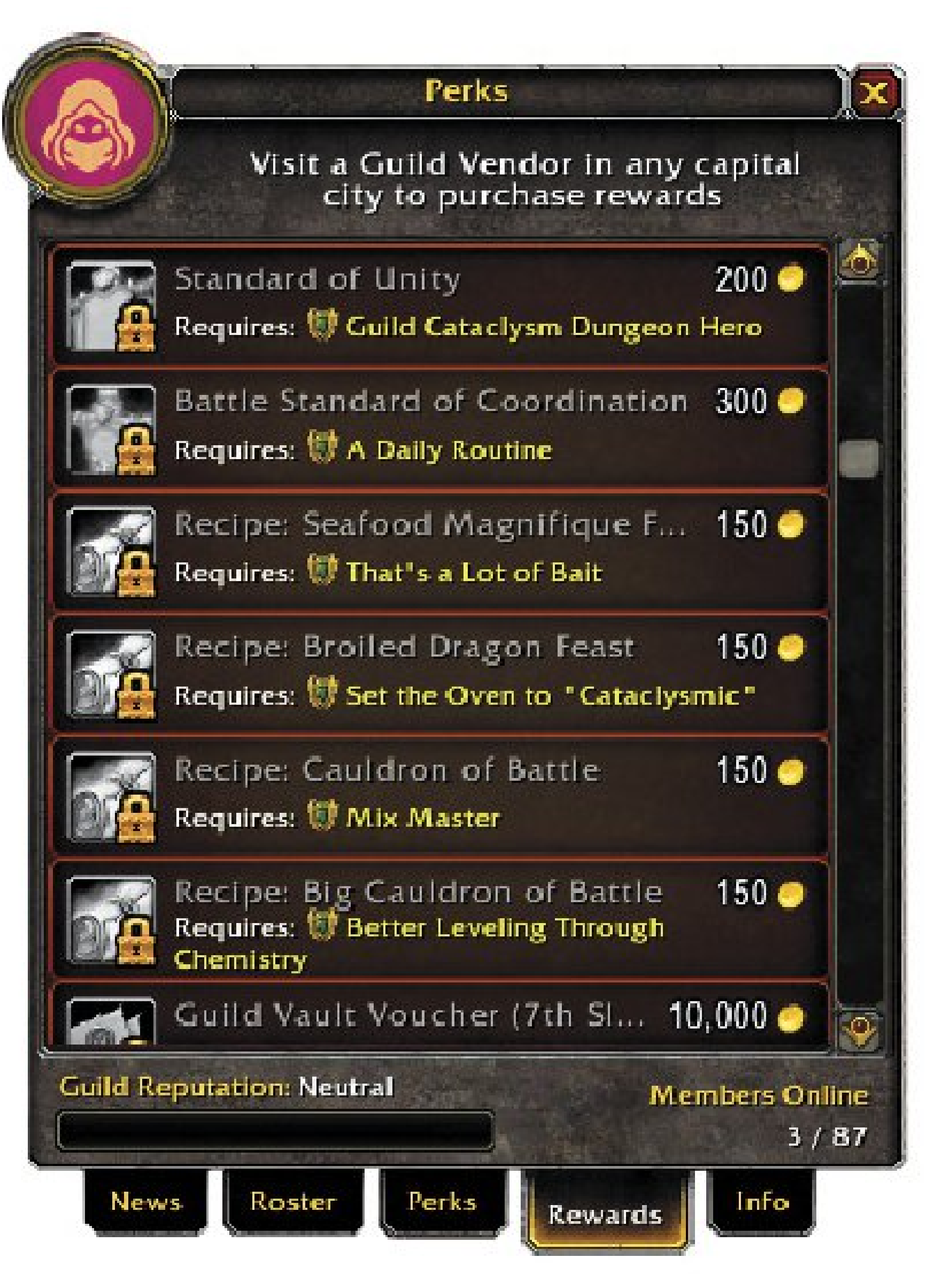
Val'anyr, Hammer of Ancient Kings... 9/15/14
Owner of Val'anyr, Hammer of Ancient Kings.

Thori'dal, the Stars' Fury - Guild Edi... 9/11/14
Owner of Thori'dal, the Stars' Fury.

Working Better as a Team 9/11/14
Obtain 600 skill points in all professions and secondary professions.

Working as a Team 9/11/14
Obtain 525 skill points in all professions and secondary professions.

Achievements Earned 18/262
General 1/30
Quests 0/7
Player vs. Player 0/28
Dungeons & Raids 9/168
Professions 2/22
Reputation 6/7
Collections 18/26
Garrisons 1/99


Perks
Visit a Guild Vendor in any capital city to purchase rewards
Guild Reputation: Neutral
Members Online
3 / 87
News
Roster
Perks
Rewards
Info

Standard of Unity	Requires: Guild Cataclysm Dungeon Hero	200
Battle Standard of Coordination	Requires: A Daily Routine	300
Recipe: Seafood Magnifique F...	Requires: That's a Lot of Bait	150
Recipe: Broiled Dragon Feast	Requires: Set the Oven to "Cataclysmic"	150
Recipe: Cauldron of Battle	Requires: Mix Master	150
Recipe: Big Cauldron of Battle	Requires: Better Leveling Through Chemistry	150
Guild Vault Voucher (7th Sl...		10,000

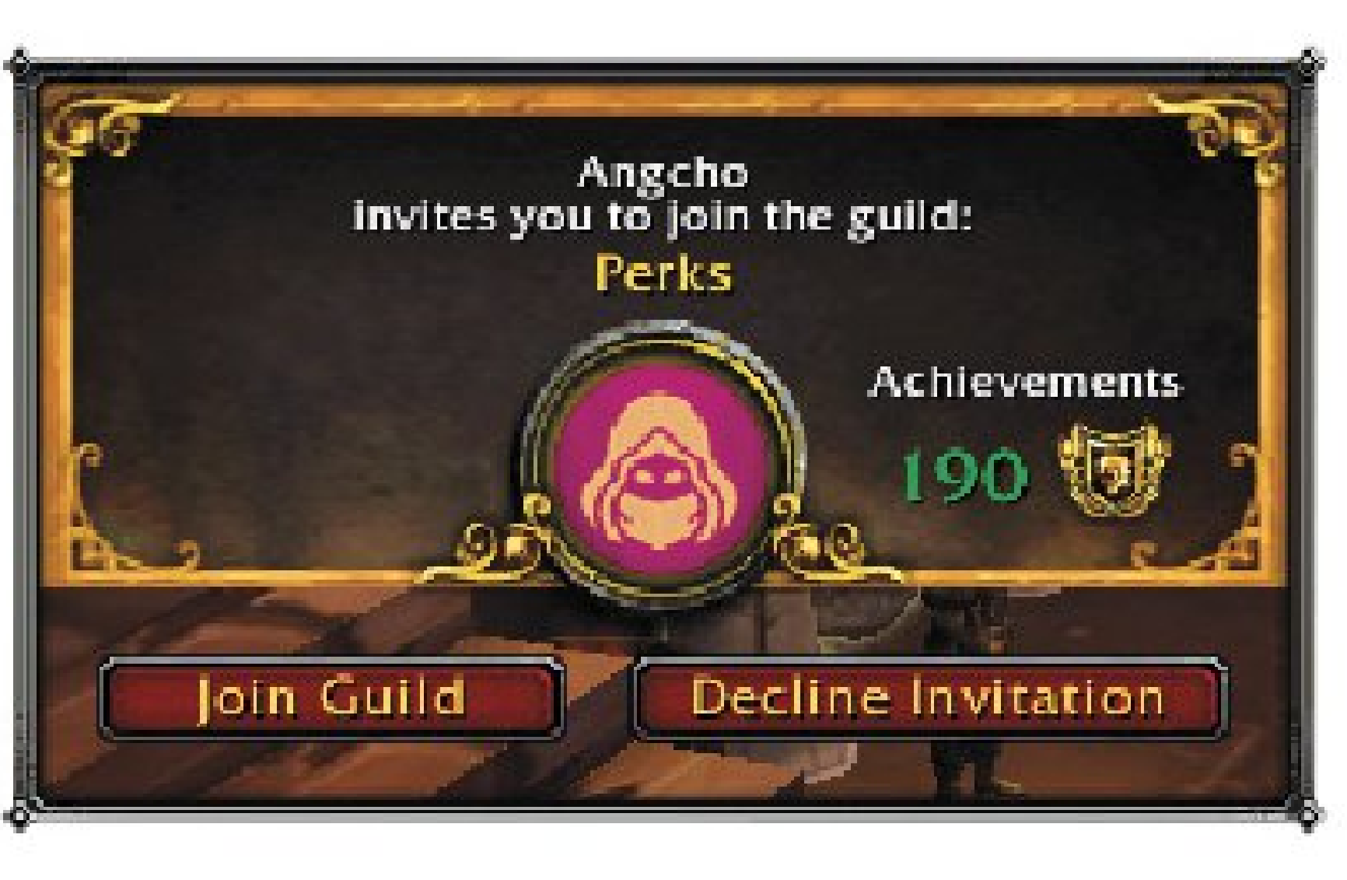
GUILD REPUTATION AND REWARDS

Guilds can't simply add players with high-level characters or maxed-out professions. Each character must achieve a certain standing with the guild in order for their accomplishments to count. This also applies to players. You can't join a guild and instantly gain access to everything the guild has unlocked. You must put in time and effort before you benefit from the work the guild as a whole has completed. Gaining Guild Reputation happens as you're accomplishing the tasks that boost your guild's level, so it's a win/win situation!

JOINING A GUILD

To join a guild, you need to get an invite from a guild officer. You might get an invitation right away, or you may have to wait until a particular member is online.

Once you accept the guild invitation, you'll be added to the guild channel and start seeing the ongoing guild chat.


Angcho
invites you to join the guild:
Perks
Achievements
190
Join Guild
Decline Invitation

LEAVING A GUILD

To leave, type /gquit.

Joining a guild is not like getting married. It is, however, like dating—you may need to join successive guilds before finding the one that really suits you. If you decide to leave your guild, it's good form to tell the Guild Leader that you're leaving and why.

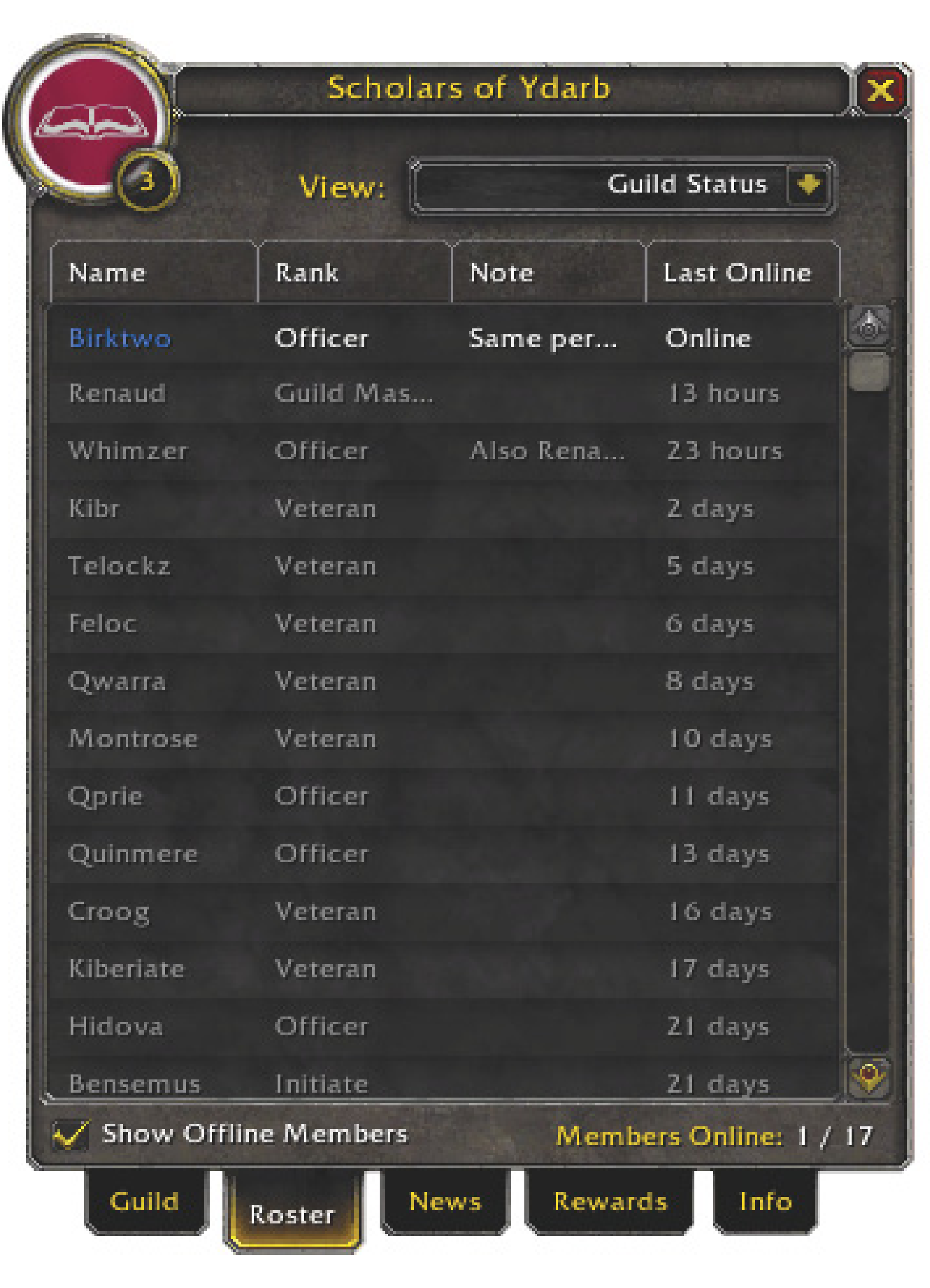
CREATING A GUILD

If you'd prefer to lead rather than follow, find four other people and make your own guild. This starts when you go to a major city and purchase a Guild Charter. They cost 10 silver, and you can find the Guild Master NPC that sells them with the help of the local guards.

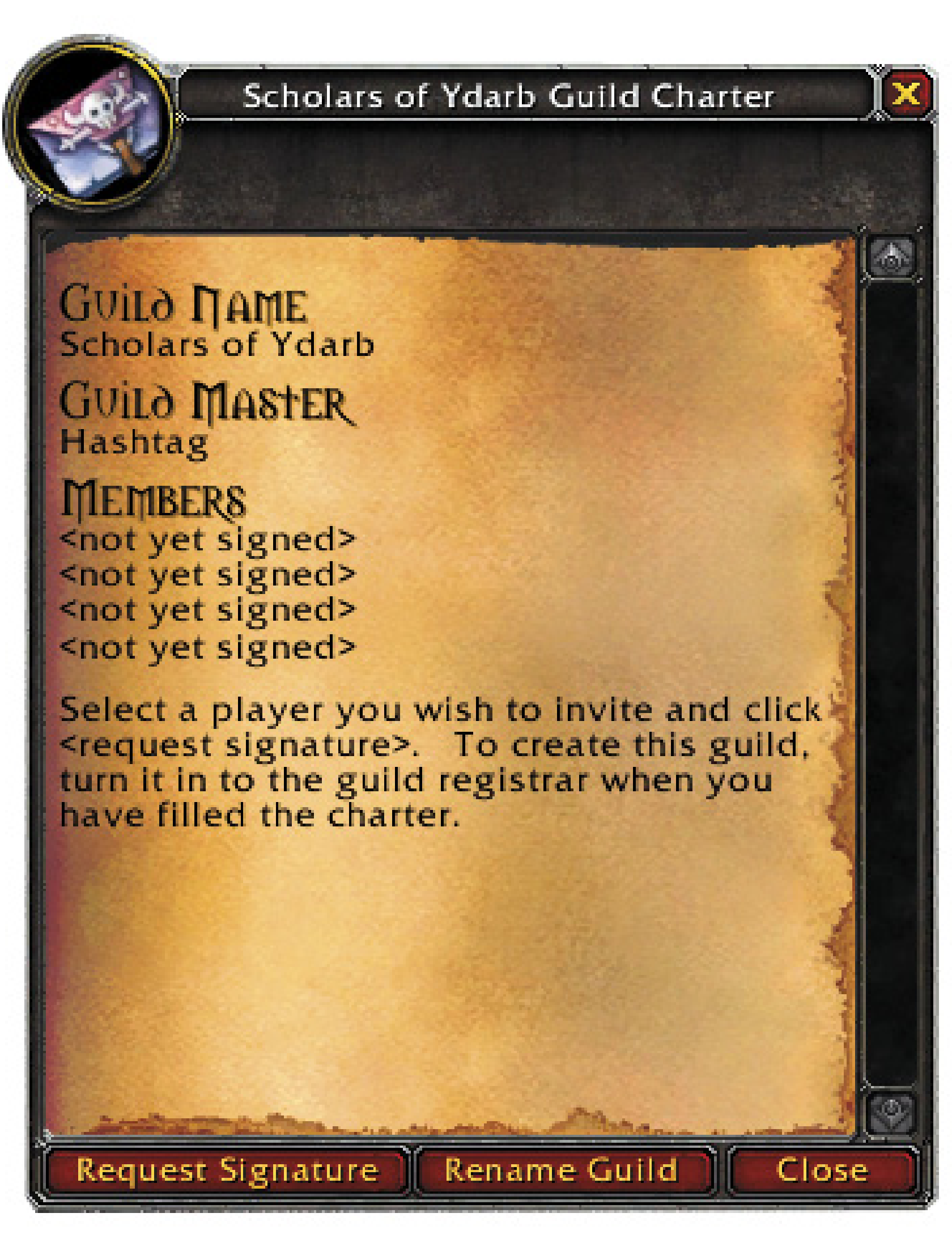
This is the only upfront money that is needed for a guild to be put together. Use the charter to get other people to sign and, once you have all the signatures, you are ready to go. Bring the charter back to the Guild Master and turn it in.

Different characters from the same account cannot log in to sign the charter once one character from that account has already signed it. Thus, you need five different players to work together when forming a guild.

People who sign your charter don't need to remain in the guild after it forms. They can leave instantly if they like, so even a single person can be in a guild (by themselves). If you pay others to help you put things together, this is quite doable. It's lonely, but some people prefer things that way.

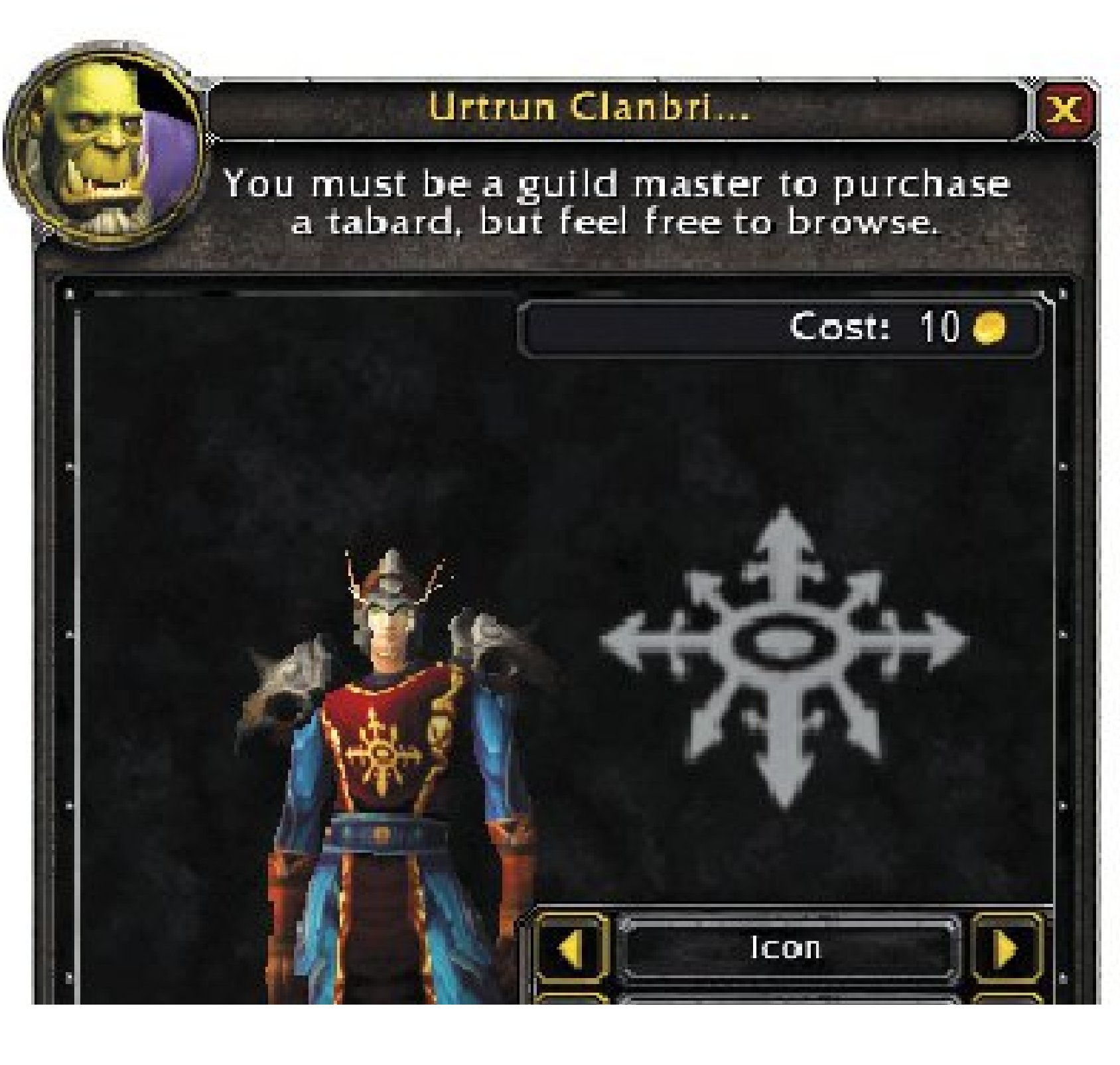

Scholars of Ydarb
3
View:
Guild Status
☑ Show Offline Members
Members Online: 1 / 17
Guild
Roster
News
Rewards
Info

Name	Rank	Note	Last Online
Birktwo	Officer	Same per...	Online
Renaud	Guild Mas...		13 hours
Whimzer	Officer	Also Rena...	23 hours
Kibr	Veteran		2 days
Telockz	Veteran		5 days
Feloc	Veteran		6 days
Qwarra	Veteran		8 days
Montrose	Veteran		10 days
Qprie	Officer		11 days
Quinmere	Officer		13 days
Croog	Veteran		16 days
Kiberiate	Veteran		17 days
Hidova	Officer		21 days
Bensemus	Initiate		21 days

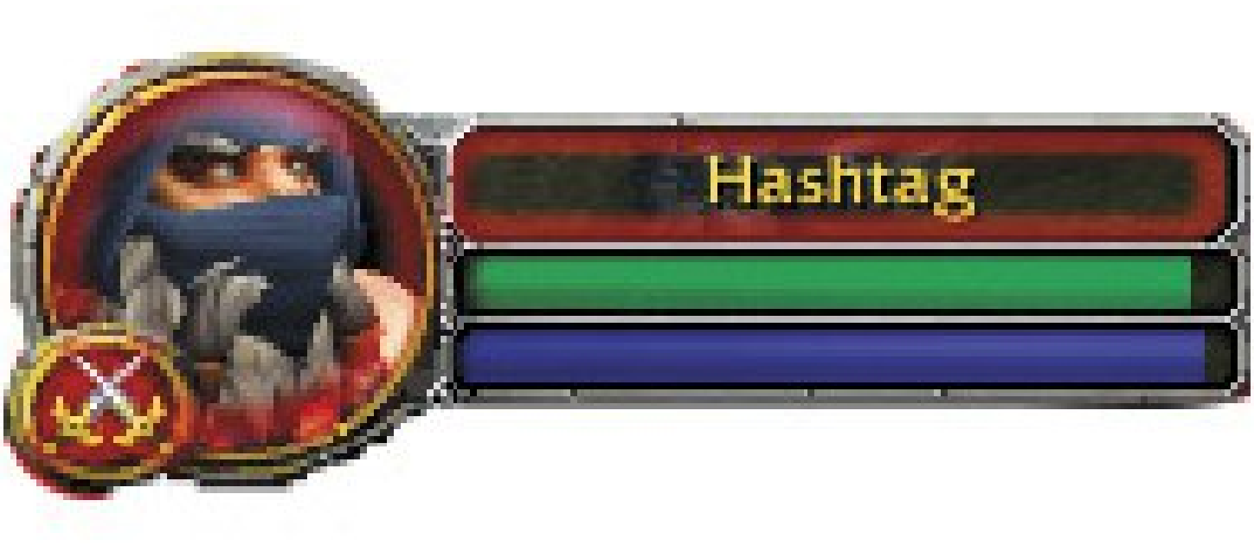

Scholars of Ydarb Guild Charter
Request Signature
Rename Guild
Close

Guild Name
Scholars of Ydarb
Guild Master
Hashtag
Members
<not yet signed>
<not yet signed>
<not yet signed>
<not yet signed>

Select a player you wish to invite and click <request signature>. To create this guild, turn it in to the guild registrar when you have filled the charter.


Urtrun Clanbri...
Cost: 10
Icon

You must be a guild master to purchase a tabard, but feel free to browse.

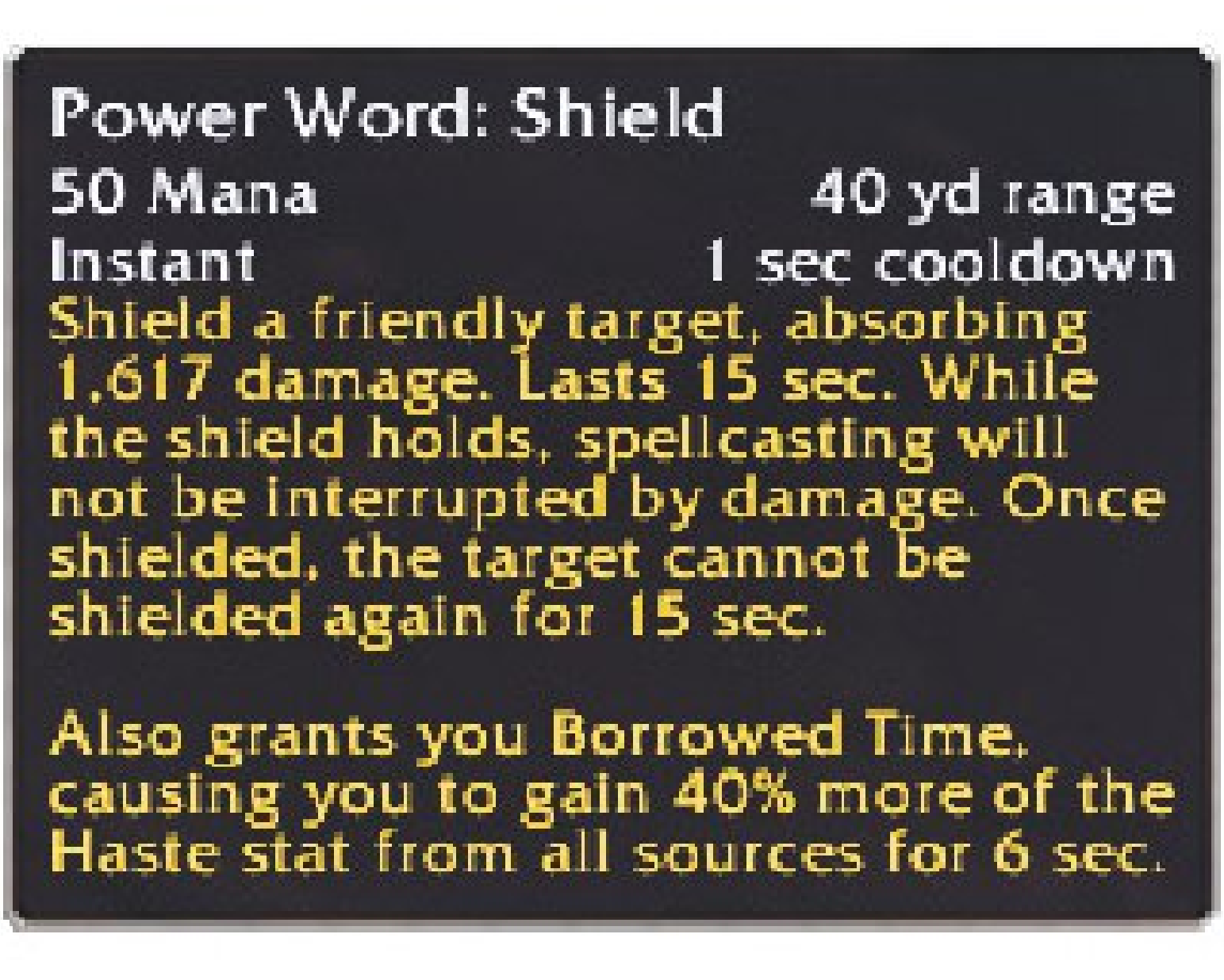


Explore the area around your character and drag your mouse cursor over the different creatures. Look near the screen's bottom-right corner for a small information box to appear. Enemies appear in red text (not green like a friendly NPC, or yellow like a neutral one). Some neutral targets can be attacked, but they won't fight until you go after them. Enemies are aggressive; they go after you if you get too close! Be ready to defend yourself.

When you choose to fight a creature, your character is considered "in combat." In combat means you are actively targeting, or the target of, an enemy. It's easy to tell when you're in combat, as your character portrait flashes red and your level numbers change to crossed swords. Being in combat means you are unable to perform some actions, such as eating and drinking.

A DIFFERENT WAY TO CHOOSE A TARGET

> You can always left-click to select between targets, but there are other ways to find enemies. Press the Tab key to shift between various nearby monsters. Move near a group of enemies and hit Tab several times to scroll through the various available targets.
>
> Using the Tab key allows for quick target changes with minimal loss of attention to your keyboard. Plus, it targets all nearby enemies—even the ones you can't see. The downside to Tab targeting is that it doesn't reliably target the enemy you want to engage next, nor does it always pick the closest target.
>
> Try fighting both ways (manual target selection and using Tab) and find what feels more comfortable.



Power Word: Shield
50 Mana 40 yd range
Instant 1 sec cooldown
Shield a friendly target, absorbing 1,617 damage. Lasts 15 sec. While the shield holds, spellcasting will not be interrupted by damage. Once shielded, the target cannot be shielded again for 15 sec.

Also grants you Borrowed Time, causing you to gain 40% more of the Haste stat from all sources for 6 sec.

ABILITIES AND SPELLS

It's fun to watch a fight unfold, but you must pay attention to more than the action in front of you. During combat, watch for opportunities to use spells or abilities that might trigger at one time or another. Gauge your health and your resources well to know when to unload on a target, when to give up and run, and how it's all going to develop.

Each character begins with a handful of abilities that vary with the class and race selected. These initial abilities appear on your Action Bar, so they are easy to access. Highlight the icons on the Action Bar (or in your spellbook) with your mouse. This opens a tooltip that provides more information about the ability. Read the panel to discover more about any of your abilities.

PASSIVE ABILITIES

> Some abilities in your spellbook are listed as Passive and don't appear on your Action Bar. These abilities are always active on your character and don't require you to perform an action for them to take effect.

Get used to your abilities by using them, even if you're unsure of their value at first. Don't be skittish and worry about whether you're doing things perfectly. Try out things and see how they feel and what they accomplish. The following helps you understand the information provided in the tooltips and what it means to you and your character.

ABILITY TERMS

If you're not sure what an ability does or when to use it, the following terms may help. The same terms also apply to abilities that are used during a battle.

Common Term	Definition
Aggro/Threat	Refers to managing an enemy's attention, either increasing or reducing a monster's attention toward a character (only applies to groups or heroes with pets).
Resist/Resistance	These effects make it harder for certain spells and abilities to fully damage their target.
Immune/Immunity	These effects provide full immunity to a given damage type.
Fear	These abilities cause a target to run around chaotically; the effect may not break even if the victim takes damage.
Daze	These abilities slow victims, making them wander aimlessly for a brief time.
Stun	An ability that prevents the target from taking any action.
Root/Snare	Abilities that immobilize the victim; though the target cannot move, they can still fight or use abilities.
Interrupt	An ability that stops an enemy spell from completing.
Area of Effect (AoE)	Something that has an effect over a wider area, influencing multiple targets within that zone of effect.
Curse/Disease/Poison	Debuffs that damage a target in certain ways; these can often be Dispelled or otherwise removed.
Damage over Time (DoT)	An ability that inflicts an amount of health damage for a certain number of seconds.
Heal	Abilities that restore lost health.
Heal over Time (HoT)	These abilities restore health every tick (duration between ticks is defined by the ability).
Aspects	Buffs that enhance players or groups for an extended period of time.
Polymorph	Changes targets into helpless animals for a long time. This effect breaks if the target takes damage.
Sap	Knocks out a target for a long time. This breaks if the target takes damage.
Shield	The ability absorbs damage, preventing the target from losing health as quickly in a fight.

MORE ABOUT DAZE

> While there are abilities that daze your character, it's possible to become dazed at almost any time. If an enemy hits you from behind (for example, while running away from a fight), there is a chance for you to become dazed. Being dazed is dangerous, as it reduces your running speed, which allows the enemy to attack more while you're trying to get away.

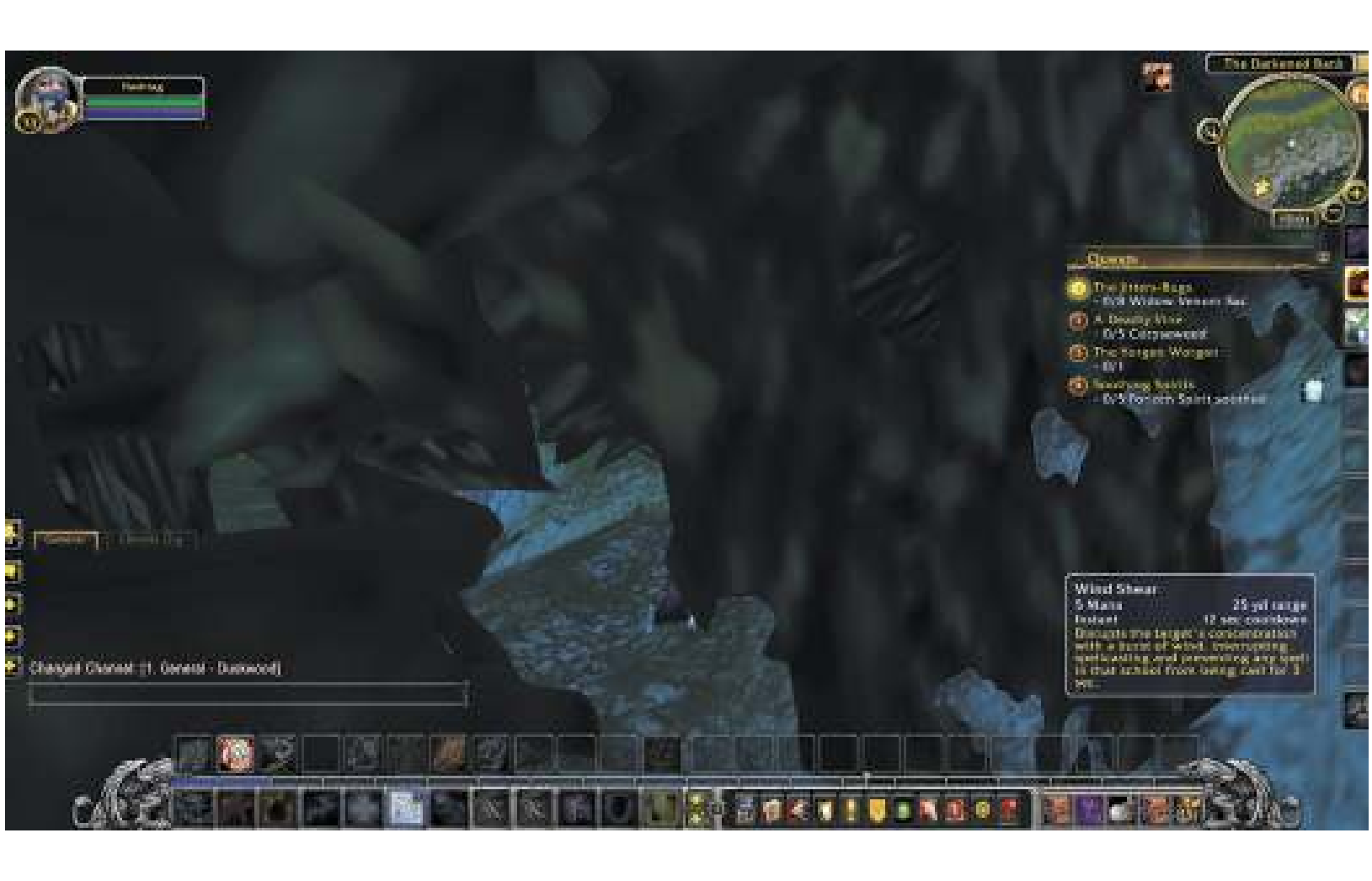
Knowing how abilities work can help you put together a plan of defense when facing enemies. For example, if you have some sort of stun or interrupt, you can keep an enemy from hitting you with a powerful spell or healing itself.

ACTION BARS

Your Action Bar appears at the bottom of the screen. Your Action Bars are the most efficient way to access your character's spells and abilities. At low levels, you won't have many abilities here, but that will change as you get further into the game.

All players have six Action Bars. You can shuffle through your Action Bars in two ways: first, press and hold the Shift key, then press any number between 1 and 6; second, click on the up and down arrows to the right of the button marked with the equals sign (=). The number in the small circle next to the arrows tells you which Action Bar is currently active.

Be logical about the way you set up your Action Bars. It makes a huge difference in your combat effectiveness. It's a bad sign if you find that you must switch Actions Bars often in a regular fight. By the same token, you don't want to shift between numbers too dramatically. This is easier to show with an example or two.



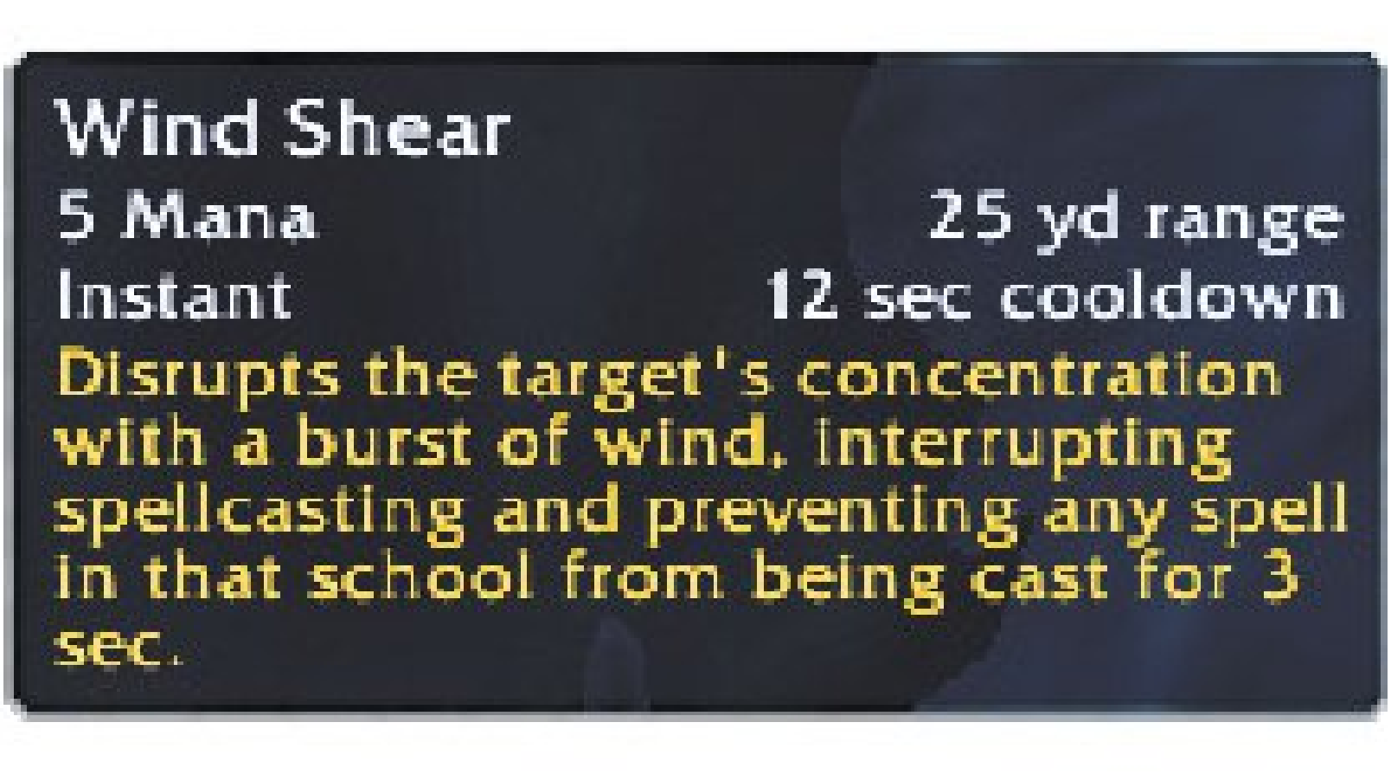
CLICKING VERSUS TYPING

> At some point, everyone must click on an ability icon with their mouse pointer. Maybe you've set up five hot bars on your screen and can't get to everything quickly. However, your goal should be to use the keyboard for all possible actions. This is often much faster and lets your character pop through abilities at lightning speed.
>
> Demonstrate this for yourself:
>
> Search for the ability in slot six and left click on it, even if nothing is there. Now, press 6 on your keyboard. Which was faster?
>
> Once you're used to the game, teach yourself to use abilities without even looking. Memorize where each ability is located and watch your character transform into a killing machine. No one expects you to master this instantly, but it will make your time in the game go much more smoothly.

People with a good Action Bar setup are much faster on the draw. They are using an ability every 1.5 seconds (that's normally the cap on how quickly you can use your abilities). If your character is auto-attacking while you fish around for something to do, that's bad!

Don't be upset with yourself if this takes time to learn. Instead, attempt to find a setup that makes sense to you. As your speed improves, congratulate yourself and think about how much deadlier your character is becoming.

MORE INFORMATION ABOUT ABILITIES



Wind Shear
5 Mana 25 yd range
Instant 12 sec cooldown
Disrupts the target's concentration with a burst of wind, interrupting spellcasting and preventing any spell in that school from being cast for 3 sec.

Casting Time

Every spell or attack has a casting time; this tells you how much time your character needs to make the attack. Instant abilities happen as soon as you press the appropriate button. Timed castings can take several seconds, leaving your caster exposed for the entire process. Characters that are casting spells cannot move to defend themselves. They stop making any auto-attacks, and they can't use other spells.

Some enemies (including other characters) have abilities to stop spellcasters if used with the proper timing. In addition, damage can set a caster back, forcing them to take more time to perform their spell.

Channeled spells take time as well, but they're a different breed. These start to take effect quickly, but the spellcaster must maintain the magic for its effects to continue. As with timed spells, these effects can be interrupted. Damage doesn't set them back; instead, it sets channeled spells forward, causing them to end prematurely.

Casters often find ways to earn time for themselves to cast spells. They slow enemies, force them to run away, or otherwise make it hard to engage in melee combat while they are busy.

Cooldowns

The Action Bar tooltips also indicate the cooldown times of your various spells and abilities. Cooldown is the amount of time you must wait to use an ability again. Once an ability is used, the Action Bar shortcut darkens that action until it's ready to be used again. This graphic representation is important because it illustrates what you can do at any given moment.

Cooldowns are represented visually on your Action Bar icons as a clockwise-moving line that travels like a stop watch. When you can't cast a spell due to a cooldown, the game tells you, "That spell isn't ready yet."

There is also a global cooldown that is triggered when most abilities are used. The global cooldown lasts 1.5 seconds (1 second if you're a Rogue, Death Knight, Windwalker Monk, or Feral Druid). When you use an ability, watch almost every other slot darken as well. Anything that isn't on the global cooldown is able to be used even when you've just finished a different action. These unlinked spells and abilities are often potent, reactive abilities that get you out of trouble without having to wait.

Some abilities have a shared cooldown beyond the global one. For example, Shaman Shocks trigger each other's cooldowns, so you can't blast someone with a different Shock every second and a half.

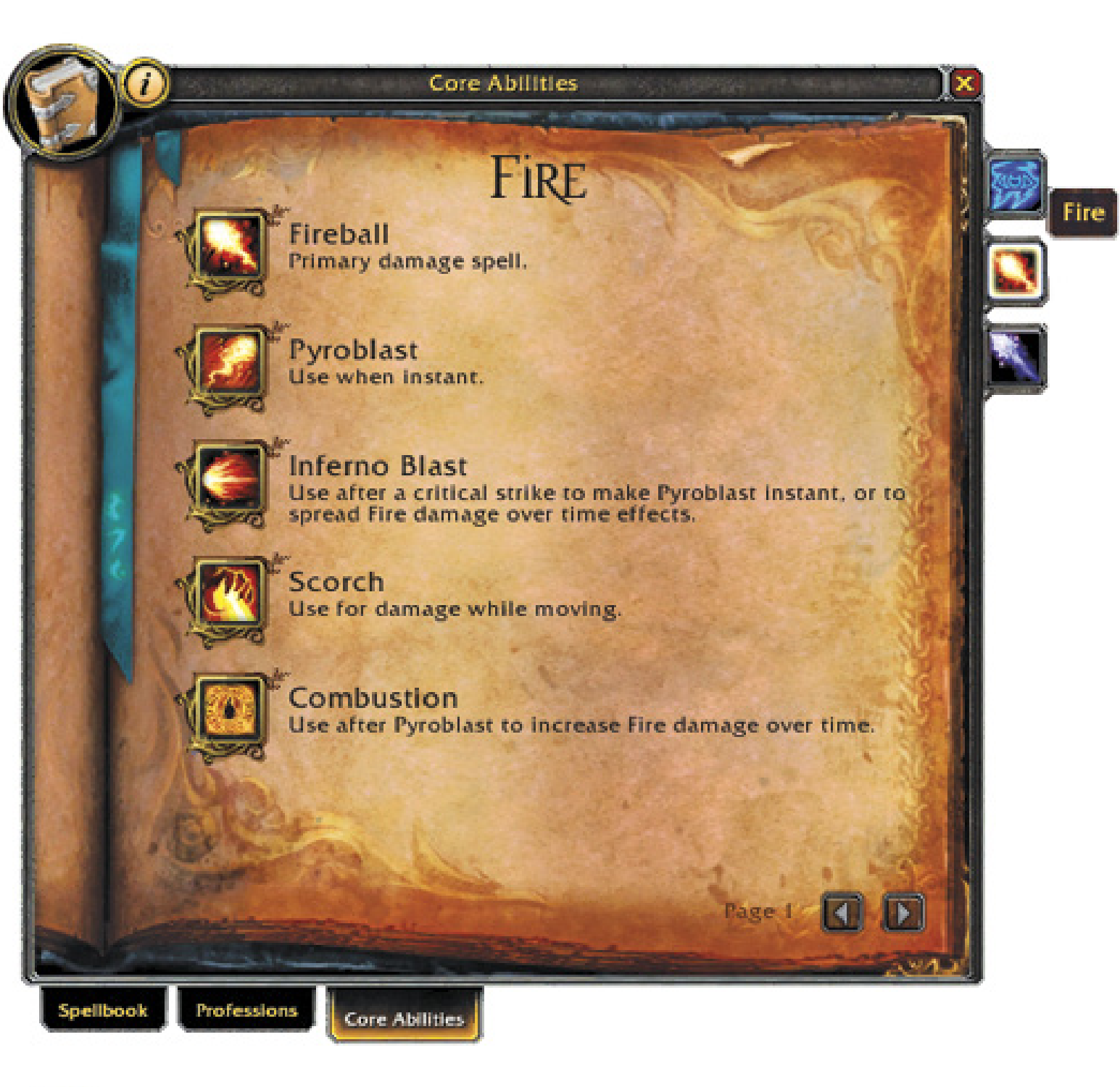
CATEGORIES OF ABILITIES

All character classes have numerous types of abilities that fall into different categories. It's almost impossible to know the exact effect of everything in the game. However, knowing the category of an ability and looking for key words in the text will provide clues as to how best to use that ability.

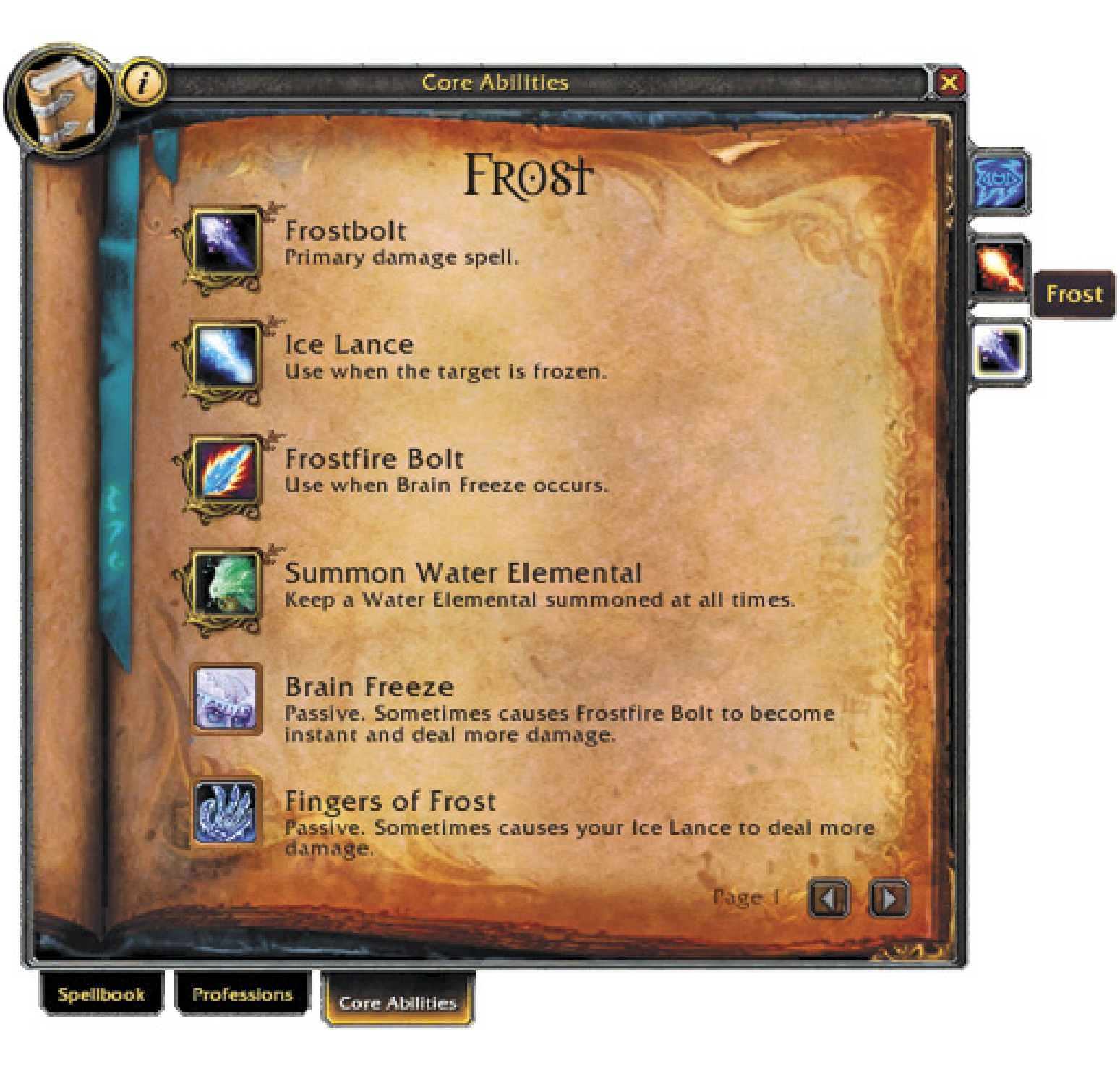
Schools Of Magic

The schools of magic are Arcane, Fire, Frost, Holy, Nature, and Shadow. Some abilities that aren't spells also inflict one of these types of damage. Different enemies are immune or highly resistant to different types of damage. No single school of magic is inherently more powerful than the others.

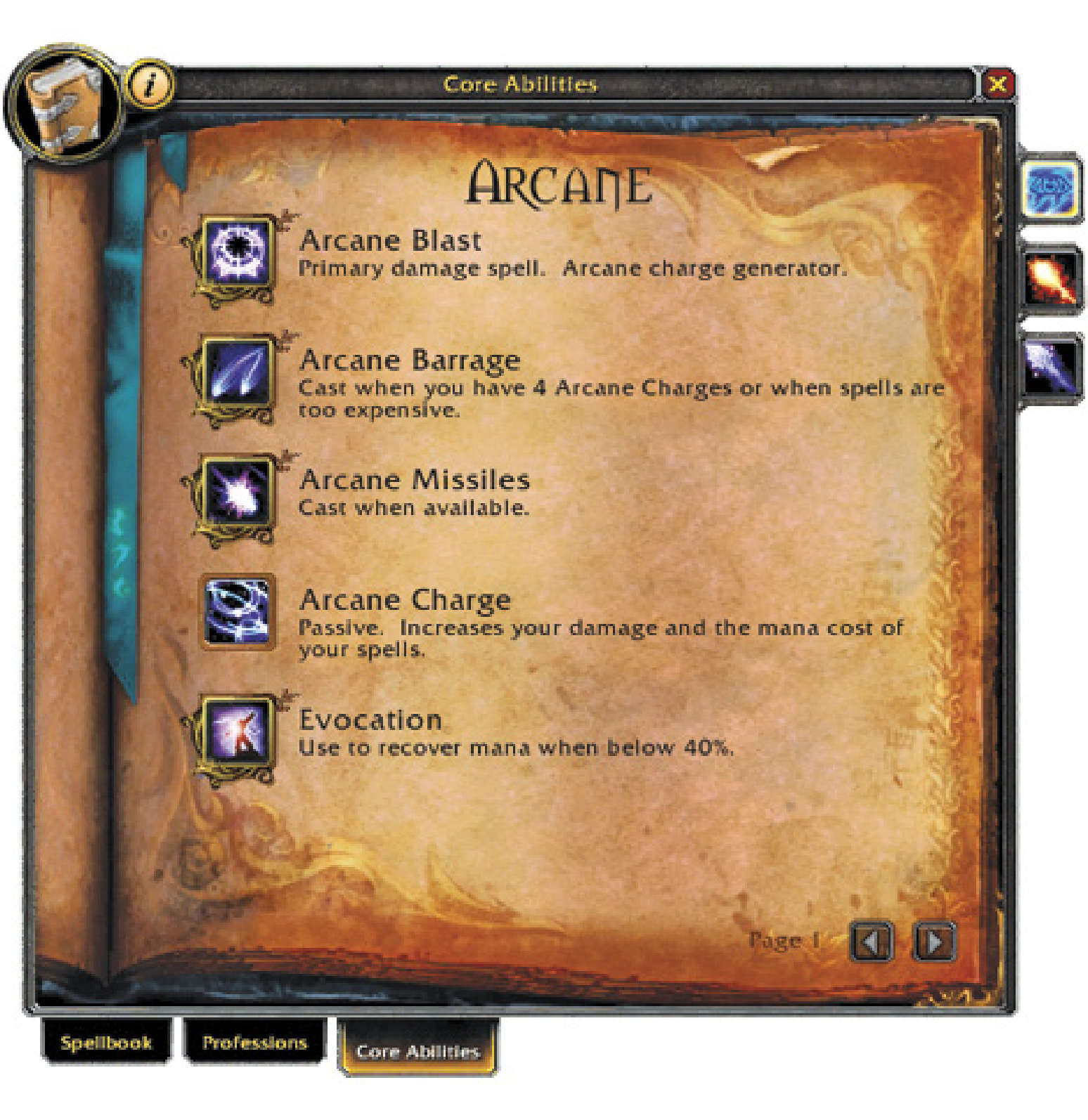
Most classes who can use spells have access to two or three schools of magic. However, until you gain access to specializations at level 10, all schools of magic are essentially equal.



Core Abilities
Fire
Fireball
Primary damage spell.
Pyroblast
Use when instant.
Inferno Blast
Use after a critical strike to make Pyroblast instant, or to spread Fire damage over time effects.
Scorch
Use for damage while moving.
Combustion
Use after Pyroblast to increase Fire damage over time.
Page 1
Spellbook
Professions
Core Abilities



Core Abilities
Frost
Frostbolt
Primary damage spell.
Ice Lance
Use when the target is frozen.
Frostfire Bolt
Use when Brain Freeze occurs.
Summon Water Elemental
Keep a Water Elemental summoned at all times.
Brain Freeze
Passive. Sometimes causes Frostfire Bolt to become instant and deal more damage.
Fingers of Frost
Passive. Sometimes causes your Ice Lance to deal more damage.
Page 1
Spellbook
Professions
Core Abilities



Core Abilities
Arcane
Arcane Blast
Primary damage spell. Arcane charge generator.
Arcane Barrage
Cast when you have 4 Arcane Charges or when spells are too expensive.
Arcane Missiles
Cast when available.
Arcane Charge
Passive. Increases your damage and the mana cost of your spells.
Evocation
Use to recover mana when below 40%.
Page 1
Spellbook
Professions
Core Abilities

BUFFS AND DEBUFFS

During combat, buffs and debuffs appear near your minimap. These are also shown underneath your character portrait if you highlight yourself.

Most classes have some sort of buff that they can cast on themselves, a weapon, or their group. You should cast those before combat begins and keep them going whenever possible. The cost of buffs is almost always trivial compared with the benefits they add.

During combat, you can be hit with debuffs from your enemies. Most debuffs have a short lifespan, and you may need to wait them out. Other debuffs can be countered by the right spell or item.

Many classes inflict their own debuffs on enemies. You might even be able to strip off buffs from enemies too, so these effects go both ways.

If you're buffing group members, realize that you don't need to click on individual people ahead of time. Cast the buff on one character in your party and everyone in your party should get it at the same time.

FIGHTING ADDS

An "add" is an additional enemy that unexpectedly joins your fight. During the course of battle, there's always a chance for adds to appear and complicate the fight. These additional enemies generally join battle for one of two reasons. First, some enemies try to run away when their health is nearly depleted. This is problematic because the enemy can run out of your attack range and possibly bring back friends. In other cases, you may be fighting too close to an enemy's patrol path. If the enemy spots you, even if you're already engaged in combat, it will join the fight.

There is a third and much rarer instance of adds joining the fight. Some powerful enemies have henchmen that may not join the fight immediately. Instead, the main enemy may wait until some portion of health is gone before calling in reinforcements. That's why it pays to always stay alert in combat!

Pull monsters away from their buddies if you're worried about adds. This is a safer way of fighting, but it takes more time. When you're confident of victory, don't bother doing this.

There are many ways to pull monsters. For a melee character, hit the monster, step back, hit them again, and repeat. You won't miss auto-attacks by being on the run (as long as you're facing your target), and your abilities are often usable on the fly as well.

For ranged characters, this is easier to do in one shot. Cast a spell at long range to start the fight. Next, run like the wind until you're in the place where you'd like to fight them. Turn back around and resume casting.

Keep in mind that if you try to pull a monster too far, they'll "tether" back to their starting point.

Kurzen Medicine Man

RUNNING AWAY

Sometimes the writing is on the wall, and it says that you're doomed. Perhaps another enemy joined the fight when you were already badly hurt. Maybe a monster was a tad more dangerous than you realized. Whatever the case, go ahead and run! If you're by yourself, there is no shame in this. When you're with others, let them know that you're fleeing so that they don't die in your stead.

Some classes are much better at this than others. If you get out of melee range, the monster can't pound on your back during your flight. Also, monsters won't have a chance to daze you! Getting dazed slows your character, giving monsters even more time to attack before they tether and return home.

Thus, use anything in your repertoire to stun a target or root them in place before starting to flee. Freeze them, hamstring the suckers, use fear effects. Do something. Anything!

Once in motion, watch the area ahead (don't look back at the thing slavering behind you). Try to avoid other targets during your flight; otherwise, you're just making things worse for yourself.

Finally, try not to run through other people when evacuating. Pulling monsters through another person is called "training." Nobody likes getting hit with a train, especially if they get killed or end up fighting creatures that aren't worth experience because you tapped them.

EATING AND DRINKING

Between battles, you may need to replenish your health or mana. Eating food replenishes your green health bar. Drinking beverages replenishes your mana bar (if you have one). Both health and mana regenerate naturally, but eating and drinking restore your character much faster.

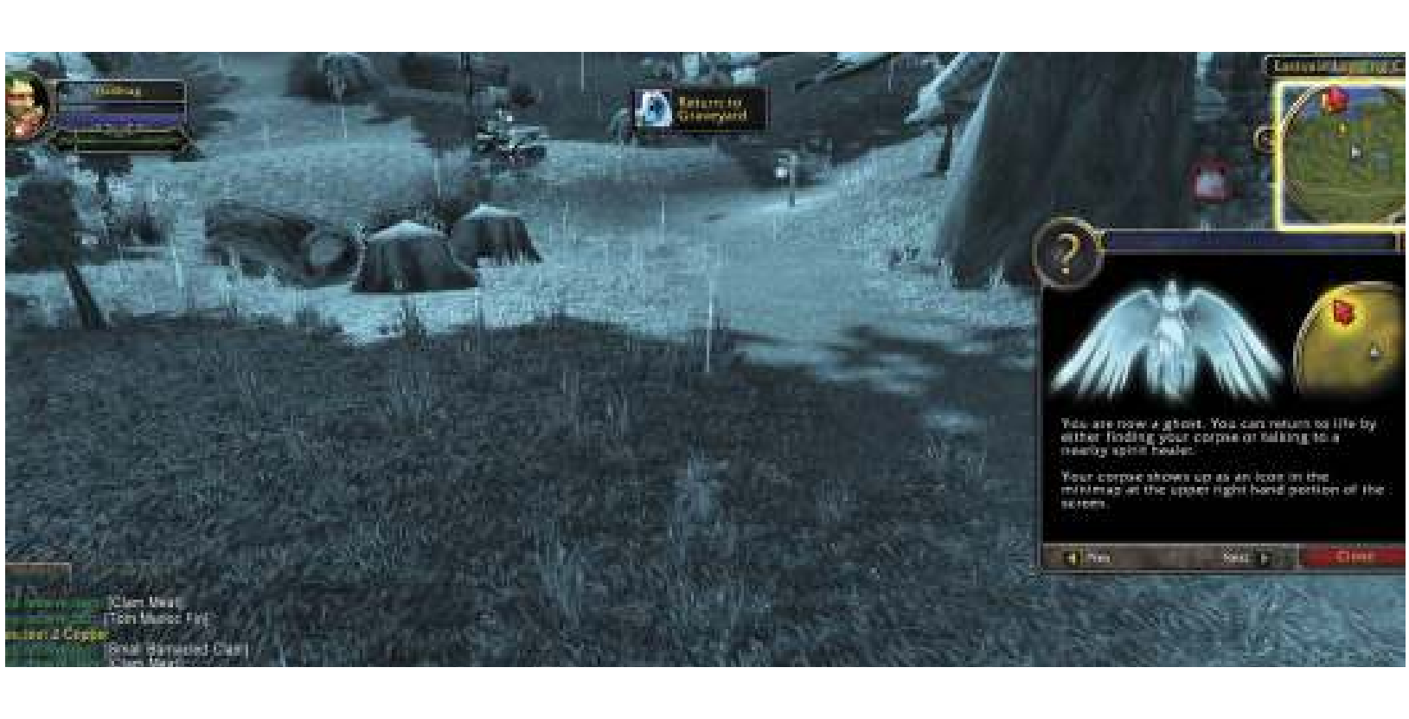
The regeneration rates for both of these resources have risen recently, and there is less downtime than before. You can move between most fights with little delay.

Right-click on any food or drink that you want to use. Note that these items (and any other usable item) can be dragged onto the bar at the bottom of the screen. This makes the items more available in the future, lowering the time spent looking through your bags.

Well Fed Bonus

Some food and drink provides a "Well Fed" buff if you consume them over an extended (and uninterrupted) time. Low-level food that conveys the Well Fed buff lasts for 15 minutes, while high-level food buffs last for 60 minutes. Well Fed bonuses affect one or more of your character's stats, such as Stamina, Strength, or Hit. To see if a food provides a bonus, and to discover its benefit, place your mouse pointer over the food's icon until a tooltip appears.

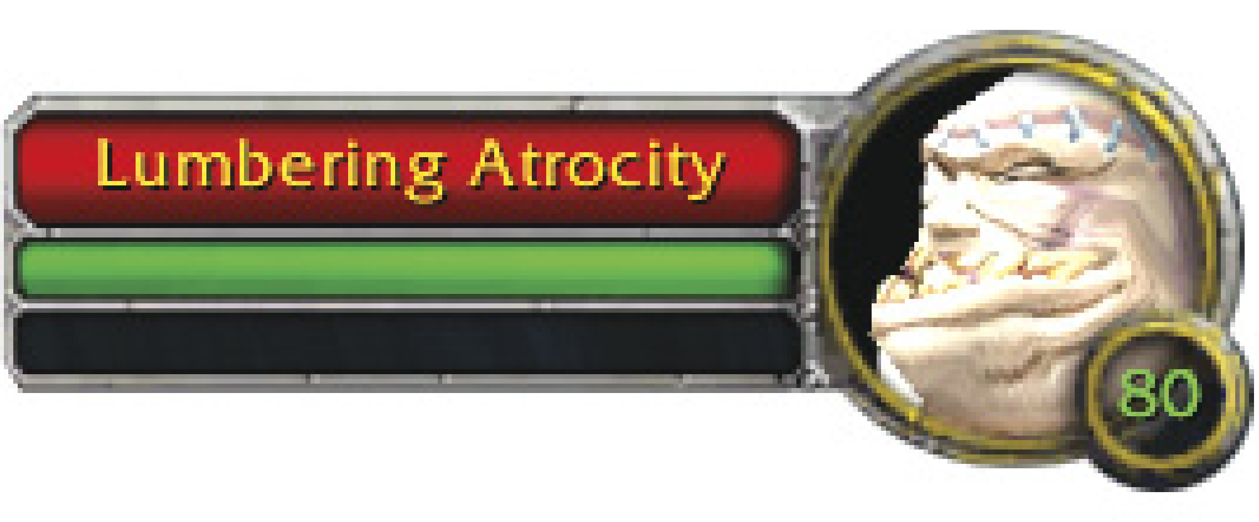
DYING


Return to Graveyard
You are now a ghost. You can return to life by either finding your corpse or talking to a nearby spirit healer.
Your corpse shows up as an icon in the minimap at the upper right-hand portion of the screen.
Prev
Next
Close

Enemies, monsters, and mobs are all generic terms for anything that you can fight in the game. When targeting an enemy, you can get helpful information about it by looking at its portrait and tooltip. The character name might indicate the class of enemy; and a blue mana bar indicates it's some kind of caster who can attack you from afar.

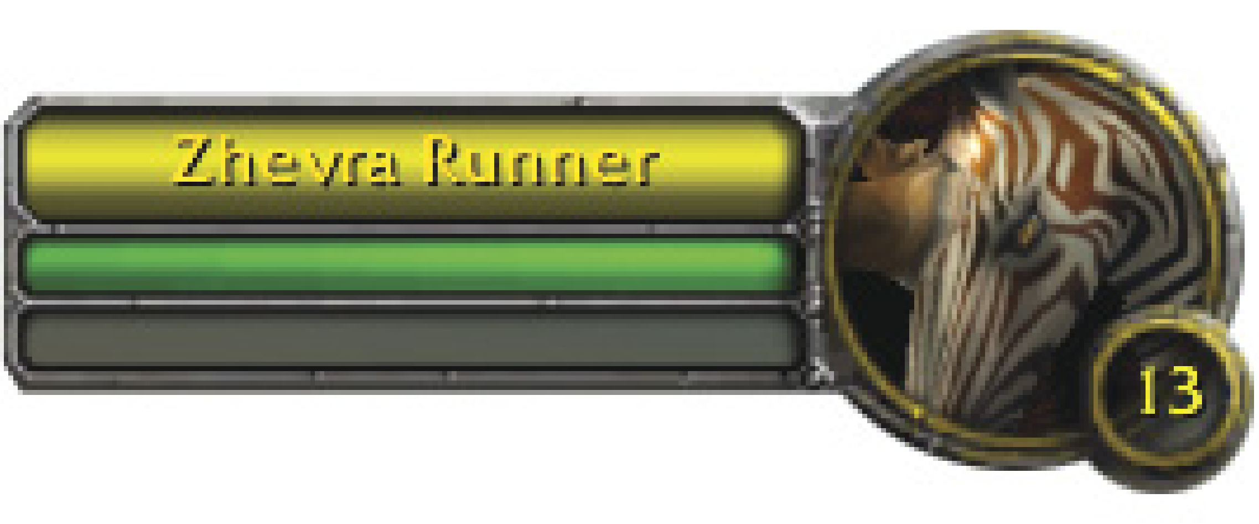
By mousing over the enemy, the tooltip identifies the enemy type. The types of enemies include Humanoid, Beast, Undead, Demon, and Elemental. Some abilities only work against certain enemy types and fail if used against the wrong one.

TARGET PORTRAIT COLORS



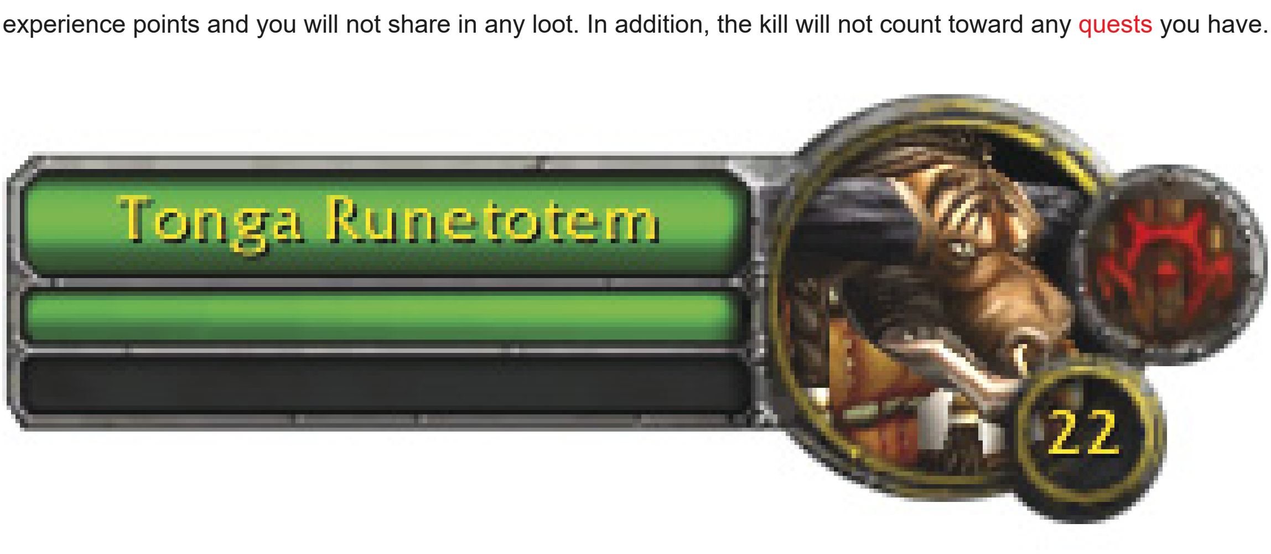
RED

The target is hostile and will attack if you get too close. In PvP situations, players from the other faction also appear with this color.



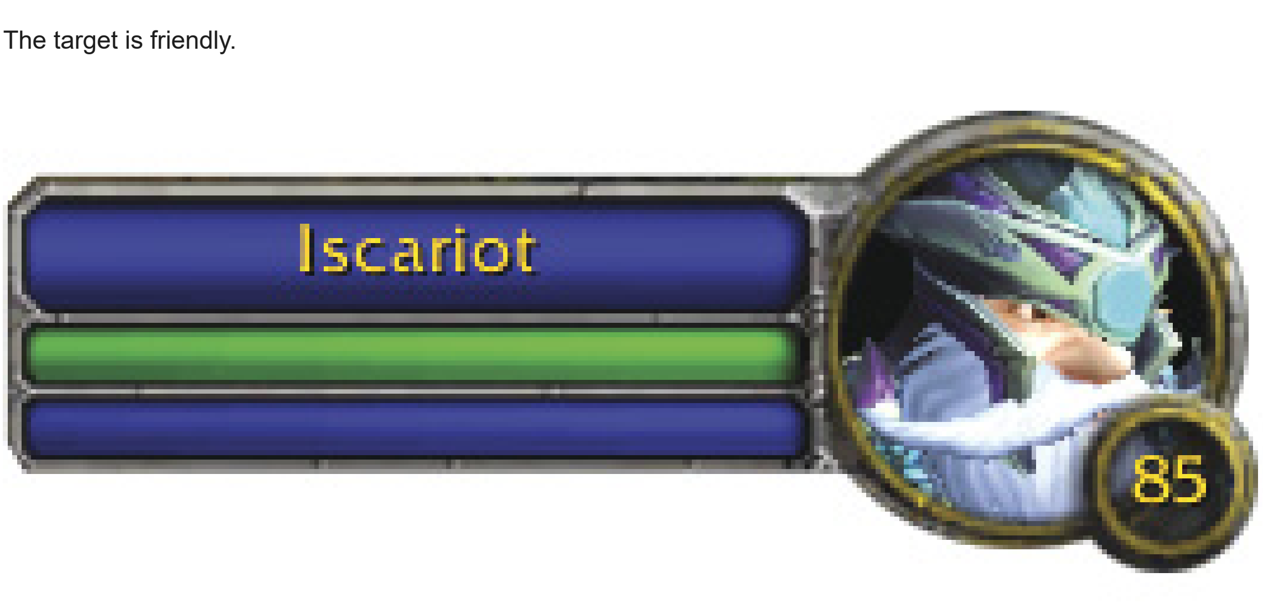
YELLOW

The target is passive and will only fight if you attack first.



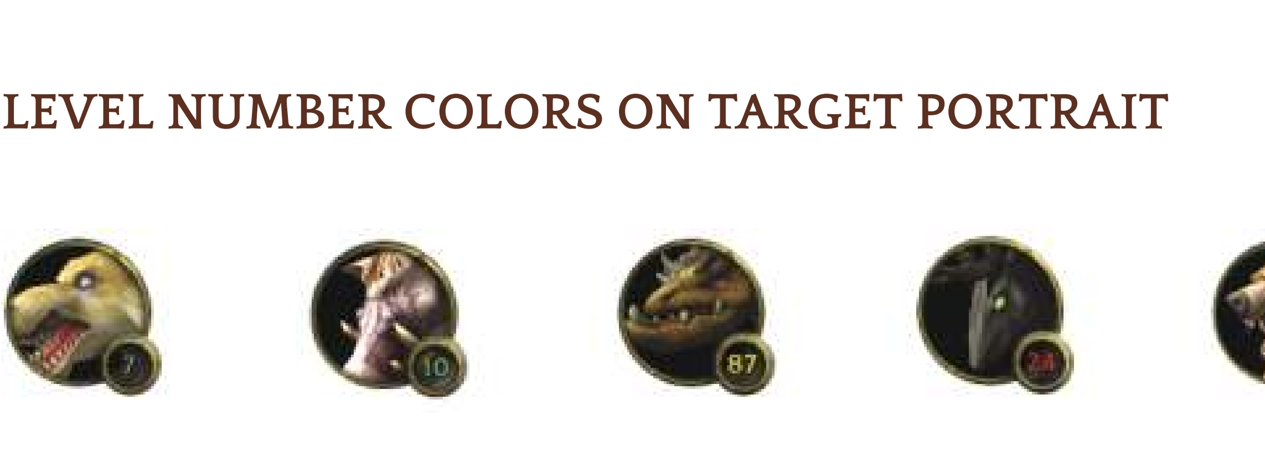
GRAY

The target has already been attacked by another player. You can still attack this target, but killing it will not give you any experience points and you will not share in any loot. In addition, the kill will not count toward any quests you have.



GREEN

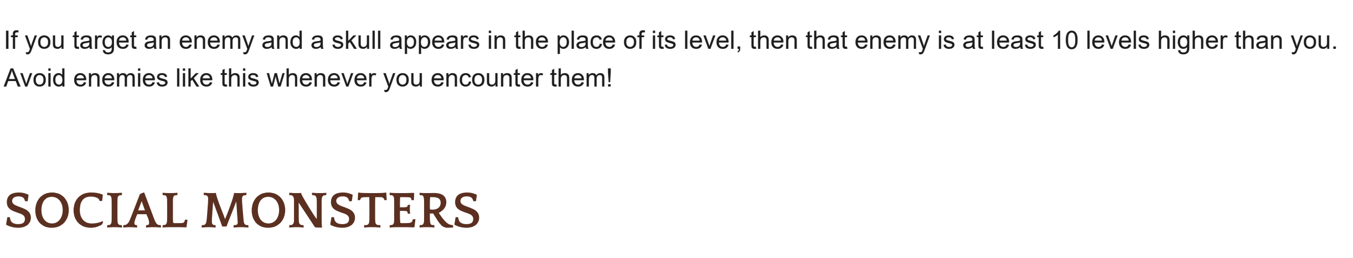
The target is friendly.



BLUE

The target is a player, just like you.

LEVEL NUMBER COLORS ON TARGET PORTRAIT



The color of the target's level number provides important information to you as well.

If the numbers are gray, killing that enemy doesn't provide any benefit other than loot.

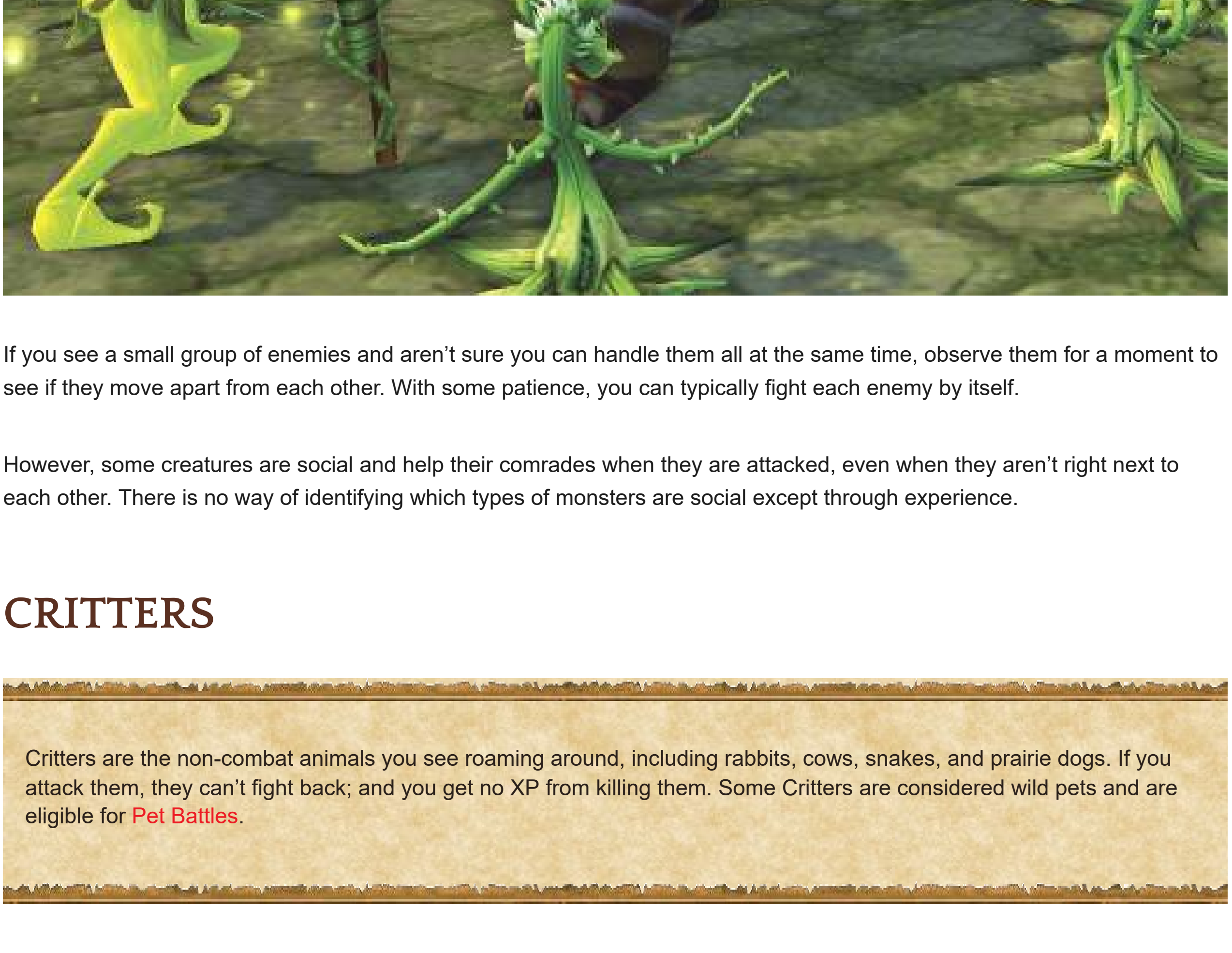
Green numbers indicate the enemy is a few levels lower than you, and should be easy for you to kill.

Yellow numbers are for enemies who are close in level to your current level and could be a challenge in a fight.

Red numbers are for enemies that are a few levels higher than you; it's best to avoid combat with them until you are more comfortable playing the game.

If you target an enemy and a skull appears in the place of its level, then that enemy is at least 10 levels higher than you. Avoid enemies like this whenever you encounter them!

SOCIAL MONSTERS



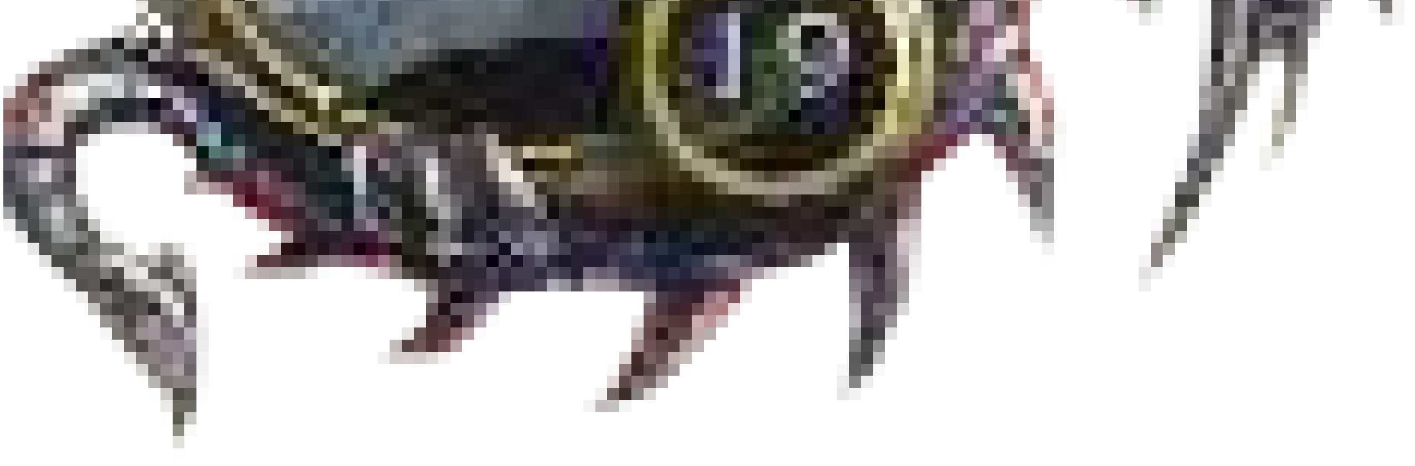
If you see a small group of enemies and aren't sure you can handle them all at the same time, observe them for a moment to see if they move apart from each other. With some patience, you can typically fight each enemy by itself.

However, some creatures are social and help their comrades when they are attacked, even when they aren't right next to each other. There is no way of identifying which types of monsters are social except through experience.

CRITTERS

Critters are the non-combat animals you see roaming around, including rabbits, cows, snakes, and prairie dogs. If you attack them, they can't fight back; and you get no XP from killing them. Some Critters are considered wild pets and are eligible for Pet Battles.

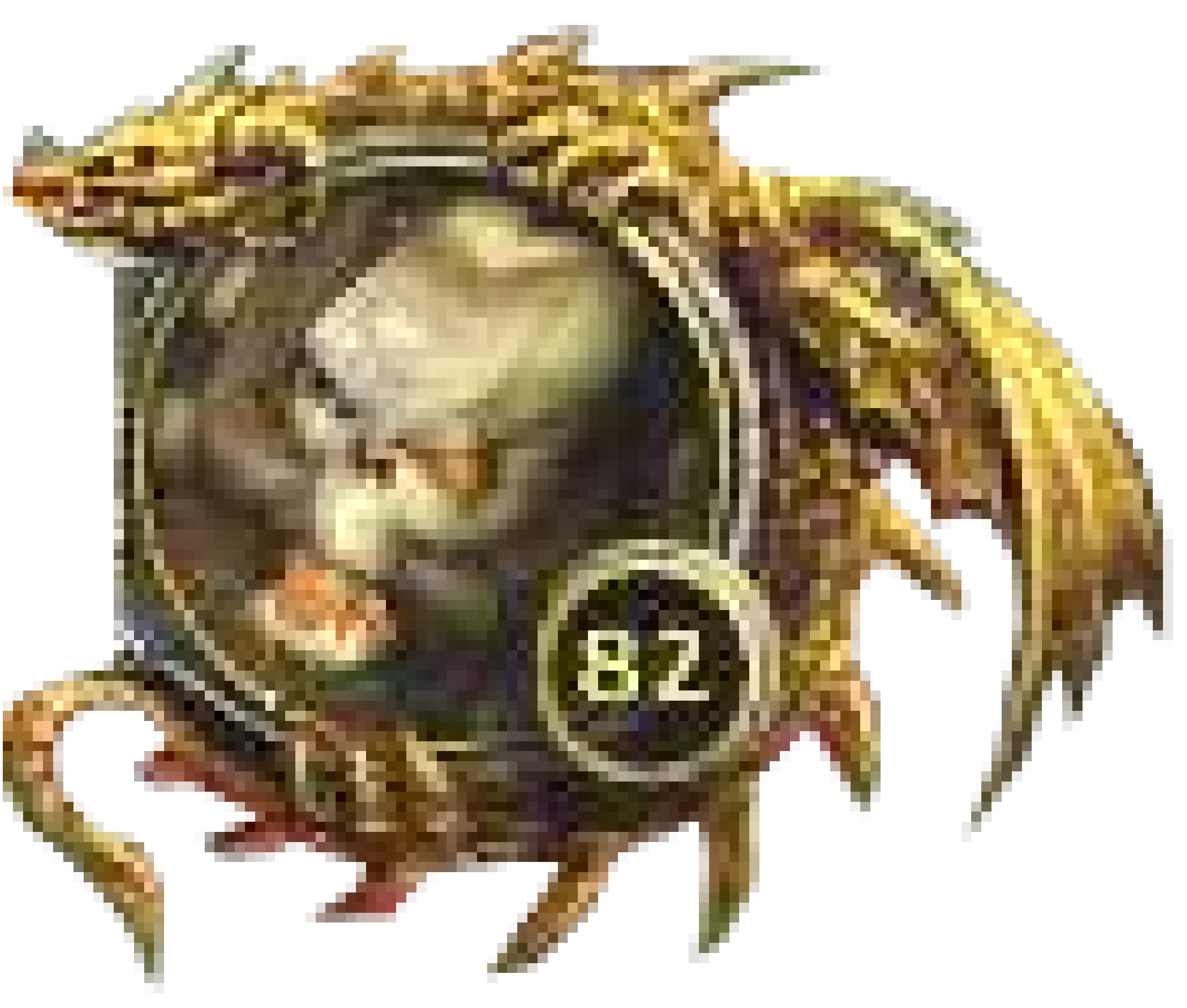
RARE SPAWNS



Creatures with a silver dragon around their portrait are unique mobs with guaranteed drops. Some items they drop are not found on any other creature, while others are guaranteed to drop better than average loot.

If the silver dragon around the creature's portrait has wings, it is an Elite monster. These creatures have the traits of both rare spawns and elite monsters.

ELITE MONSTERS



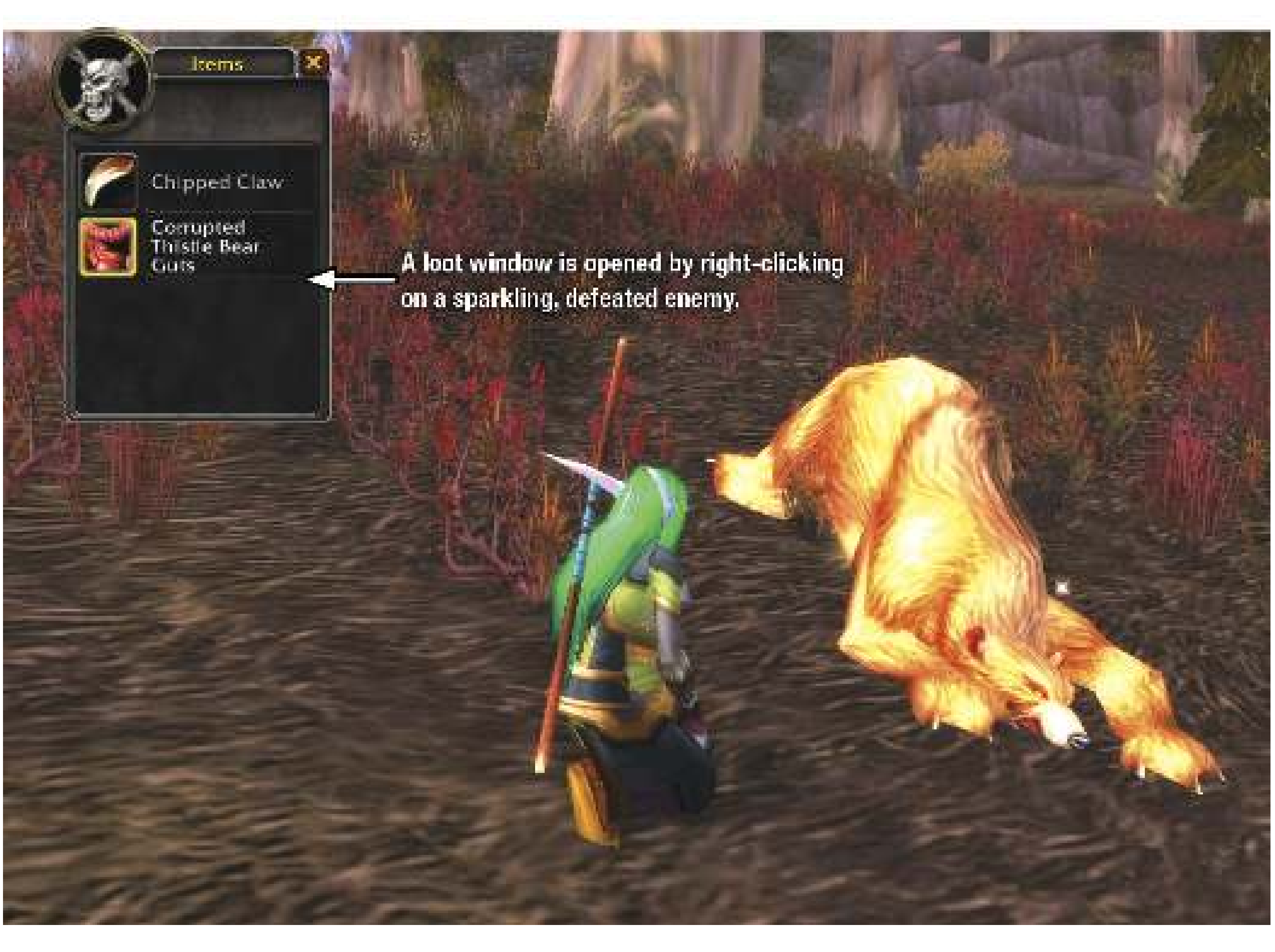
Elite monsters are powerful enemies, usually the targets of group or dungeon quests. Elites are stronger than their level would indicate. Generally speaking, you can assume that fighting an elite will be as hard as fighting a monster three levels higher. In addition, Elite monsters often have special abilities that make fighting them even trickier.

Elites are identified by the gold dragon around their character portrait and the word Elite in their tooltip.

THEY KEEP COMING BACK

The enemies you kill don't stay gone foever. They eventually respawn, meaning an area cleared of enemies will shortly be filled again.

LOOT

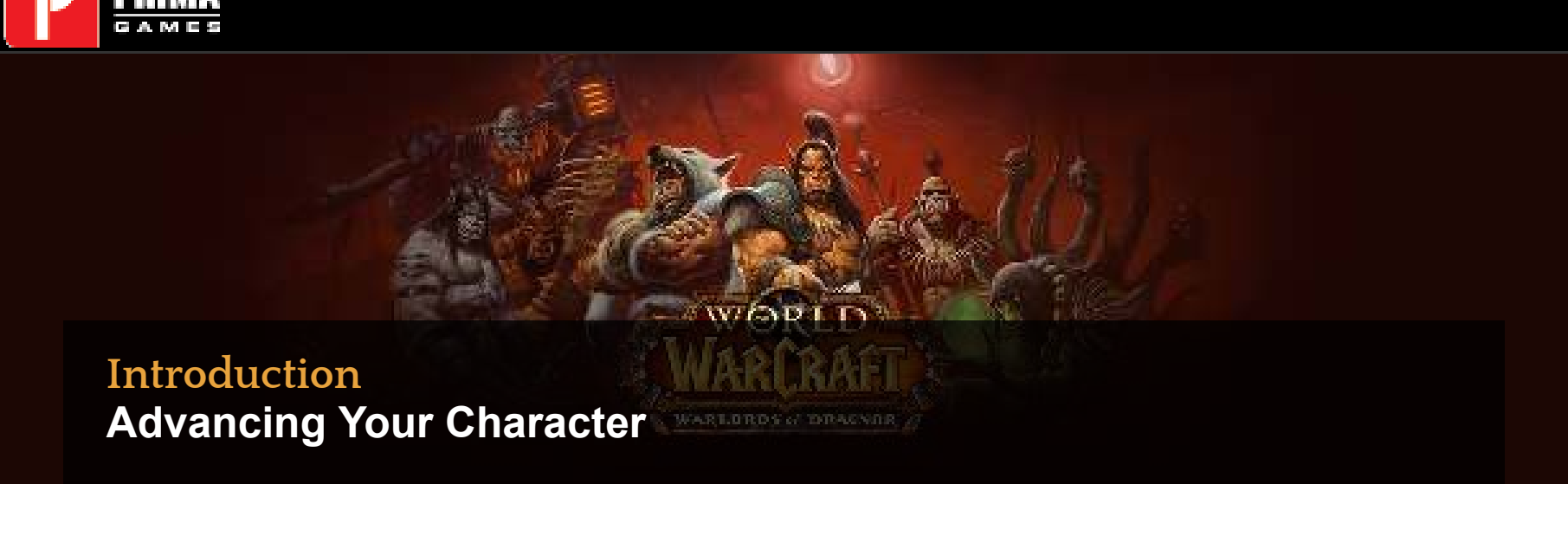


A loot window is opened by right-clicking on a sparkling, defeated enemy.

Enemies won't stand against you forever. Every target has a health bar under its name. When this green bar drops to nothing, the creature dies. Almost all enemies offer some kind of loot after they've been defeated. When you have loot waiting, your dead enemy sparkles. Look for this golden shimmering and rejoice. You've earned something!

Right-click to open the enemy loot box, then click on each item to put it into your inventory. If you press Shift and right-click at the same time, each item is sent directly to your backpack.

You get loot from looting enemies and from completing quests. Quest rewards go directly to your backpack after the quest is finished. Any money you collect, from any source, goes immediately into your backpack. It can't be lost or unintentionally discarded. Also, money has no weight in World of Warcraft. You can carry half a million gold around if you like.



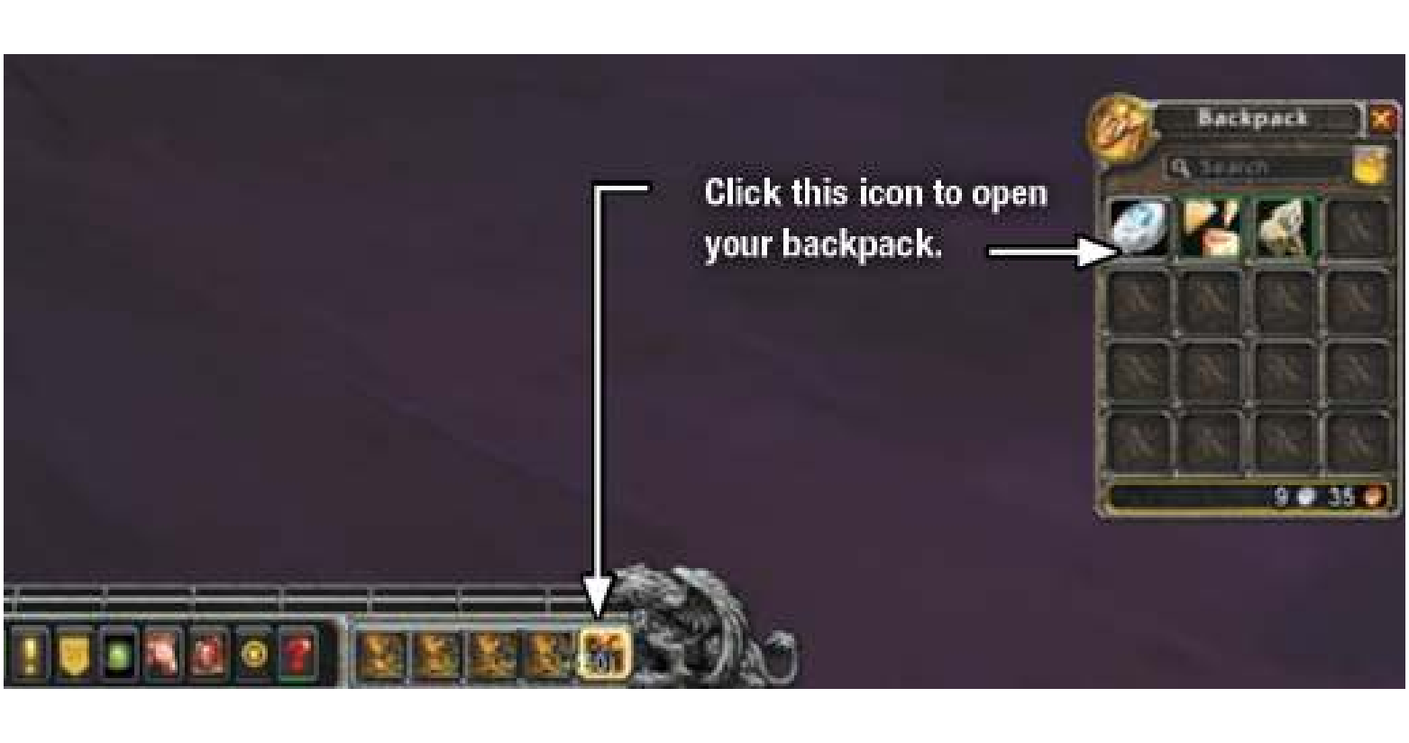
Introduction

Advancing Your Character

For now, all of your possessions are equipped on your character or are being carried in your backpack. Press Shift plus the letter “b” to open your backpack and see what’s inside. Another way to do this is to left-click on the backpack icon on the right-hand side of your action/interface bar.

MANAGING YOUR INVENTORY

Eventually, you acquire additional bags to expand your inventory. Characters can each carry up to four additional containers. Some professions allow characters to craft their own bags, or sell them in the Auction House. There are in-game bag vendors, who can provide storage, but inventory space is at a premium—more slots cost more money.



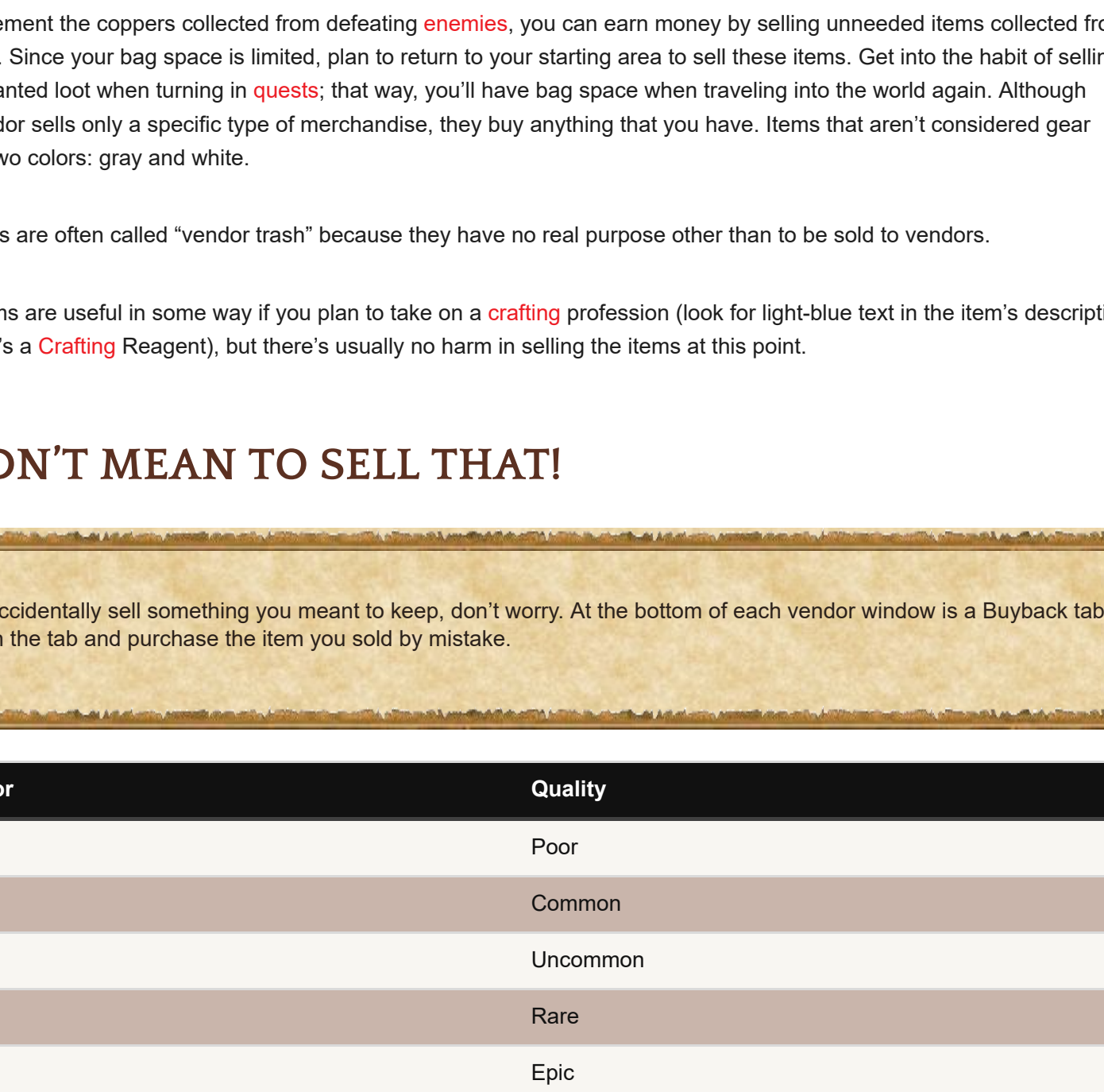
As you explore Azeroth, questing and looting defeated foes, your backpack will quickly fill with items. When your backpack is full, you can’t accept anymore loot, and the game will tell you, “Inventory is full.” To make some room, look for a vendor who will buy your useless items. If you aren’t near a vendor but still need room, left-click + drag an item to pull it out of your backpack and click on the desktop. You get a message asking whether you want to delete the item. Click Yes.

If you get a quest reward, or a loot-drop of a bag of any kind, keep it! It’s far more valuable to you for storage than the money you could get from a vendor by selling it. Drag new bags into any of your Equipment Container slots.

HEARTHSTONES

Every character starts the game with a Hearthstone. These special items teleport your character to the last place that they bound. Normally, you bind at inns. These are good locations to log out of the game because you get rested bonus (and thus bonus experience) by letting your character rest there when you’re not playing.

Hearthstones are on a long cooldown timer; this means that you can only use them every 30 minutes, at most. It’s best to save these for times when you need to cross a large distance and know where you’re teleporting, or for times when you’re about to log out and want to get someplace safe to rest.


Backpack
Search
Gray (“vendor trash”) items are marked with gold coins when you interact with a vendor.
8
3
6
2
4
6
5
2
1 29 70

SELLING TO VENDORS

To complement the coppers collected from defeating enemies, you can earn money by selling unneeded items collected from slain foes. Since your bag space is limited, plan to return to your starting area to sell these items. Get into the habit of selling your unwanted loot when turning in quests; that way, you’ll have bag space when traveling into the world again. Although each vendor sells only a specific type of merchandise, they buy anything that you have. Items that aren’t considered gear come in two colors: gray and white.

Gray items are often called “vendor trash” because they have no real purpose other than to be sold to vendors.

White items are useful in some way if you plan to take on a crafting profession (look for light-blue text in the item’s description to see if it’s a Crafting Reagent), but there’s usually no harm in selling the items at this point.

I DIDN’T MEAN TO SELL THAT!

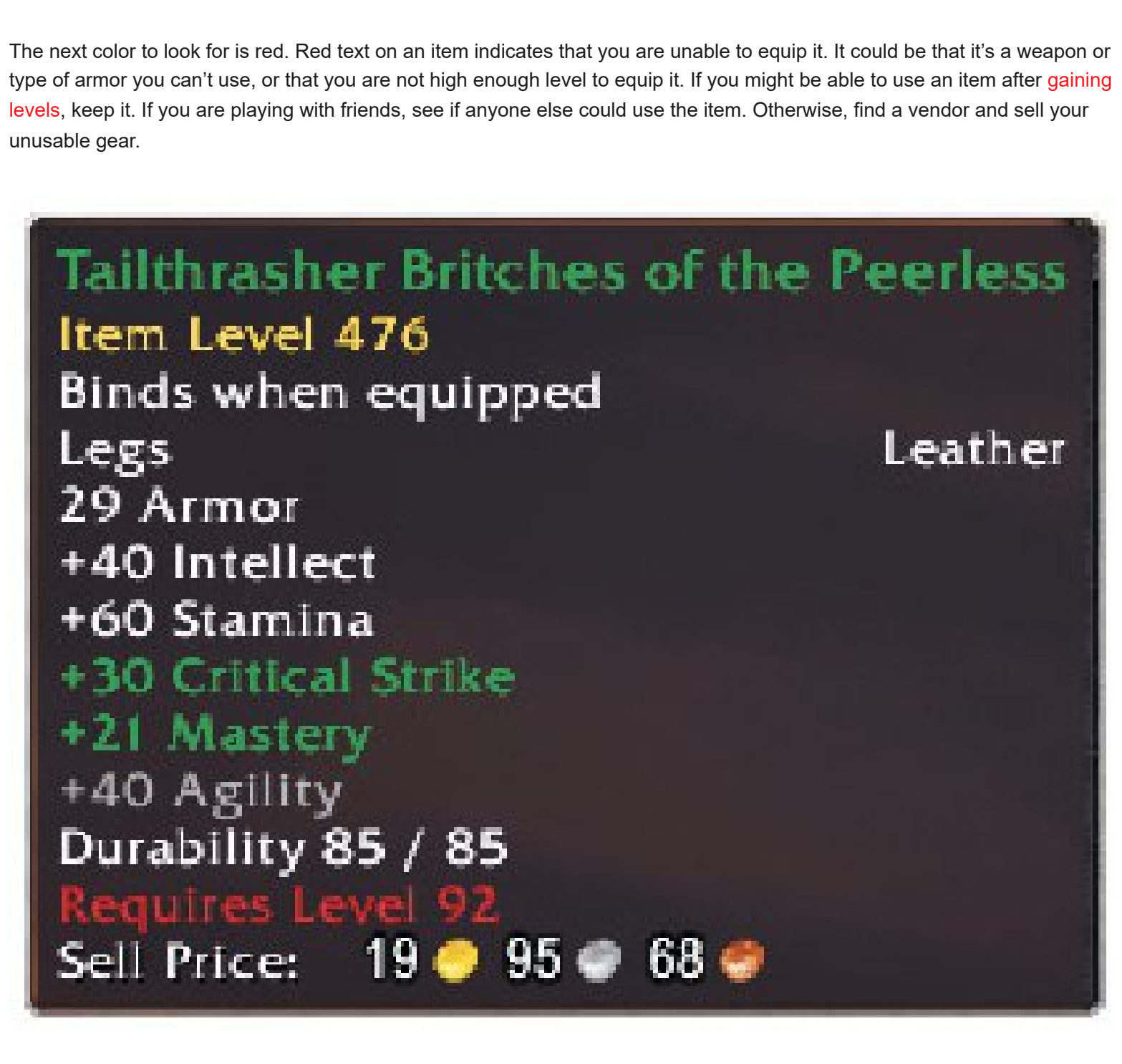
If you accidentally sell something you meant to keep, don’t worry. At the bottom of each vendor window is a Buyback tab. Click on the tab and purchase the item you sold by mistake.

Item Color	Quality
Gray	Poor
White	Common
Green	Uncommon
Blue	Rare
Purple	Epic
Tan	Heirloom
Orange	Legendary

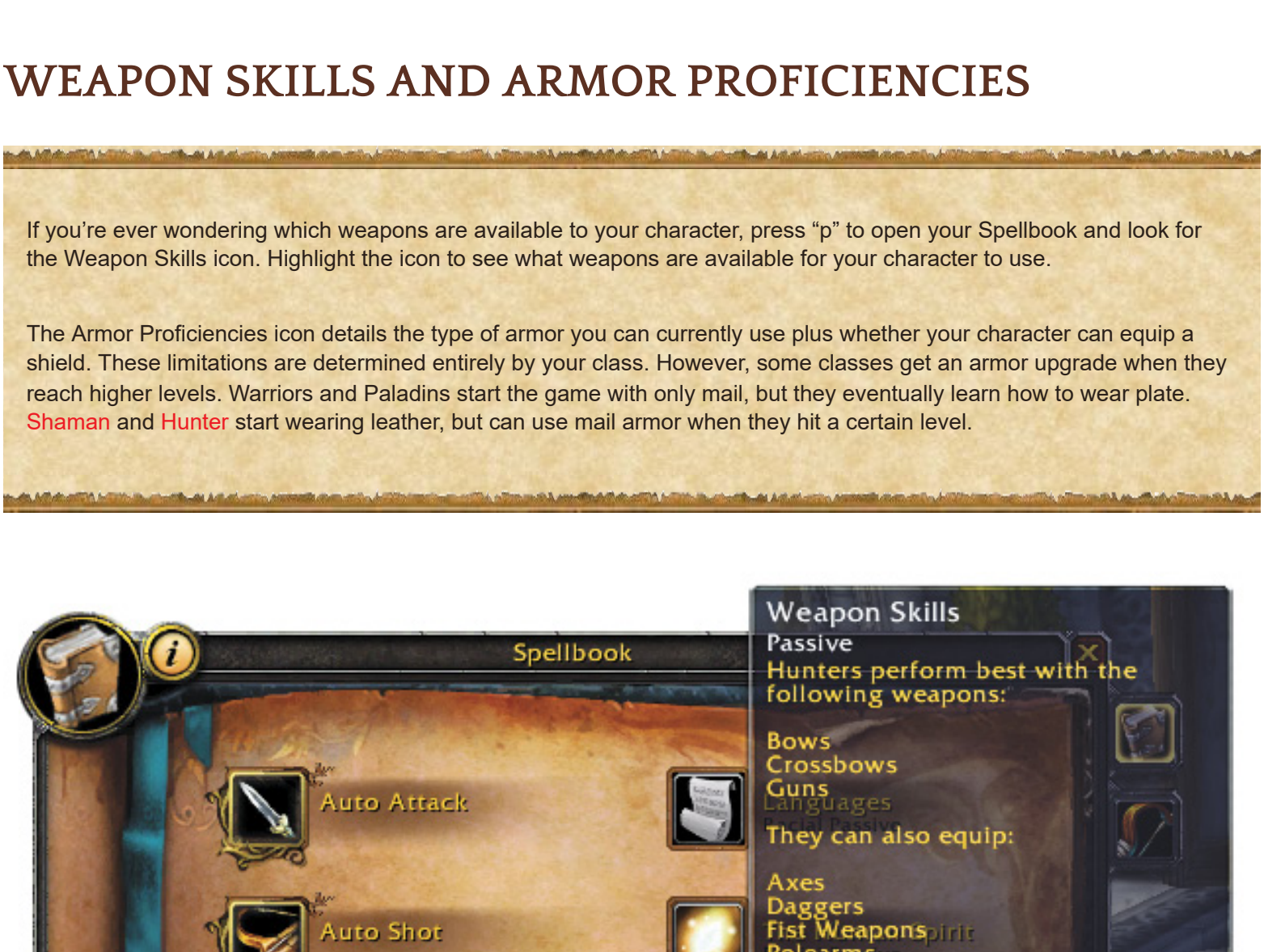
GEAR

All new characters start with minimal weaponry, armor, and clothing. In the starting zone, there are three sources of improved gear: looting enemies, completing quests, and armor vendors. For most starting players, the vendors aren’t an option because you don’t have much money and it’s more important to save it for training new abilities as you gain levels. If you do have the money and would like to have your character’s outfit match, then check out what the vendors have to offer.

You can tell if an item is a new piece of gear because its tooltip includes information about where you wear it (hands, back, chest, etc.). When you find a piece of gear, open your bags and mouse over the item. The color of the first line (and the outline of the icon in your inventory) tells you about the quality of the item. At early levels, you are likely to find only gray, white, and green items.



The next color to look for is red. Red text on an item indicates that you are unable to equip it. It could be that it’s a weapon or type of armor you can’t use, or that you are not high enough level to equip it. If you might be able to use an item after gaining levels, keep it. If you are playing with friends, see if anyone else could use the item. Otherwise, find a vendor and sell your unusable gear.



Tailthrasher Britches of the Peerless
Item Level 476
Binds when equipped
Legs Leather
29 Armor
+40 Intellect
+60 Stamina
+30 Critical Strike
+21 Mastery
+40 Agility
Durability 85 / 85
Requires Level 92
Sell Price: 19 95 68

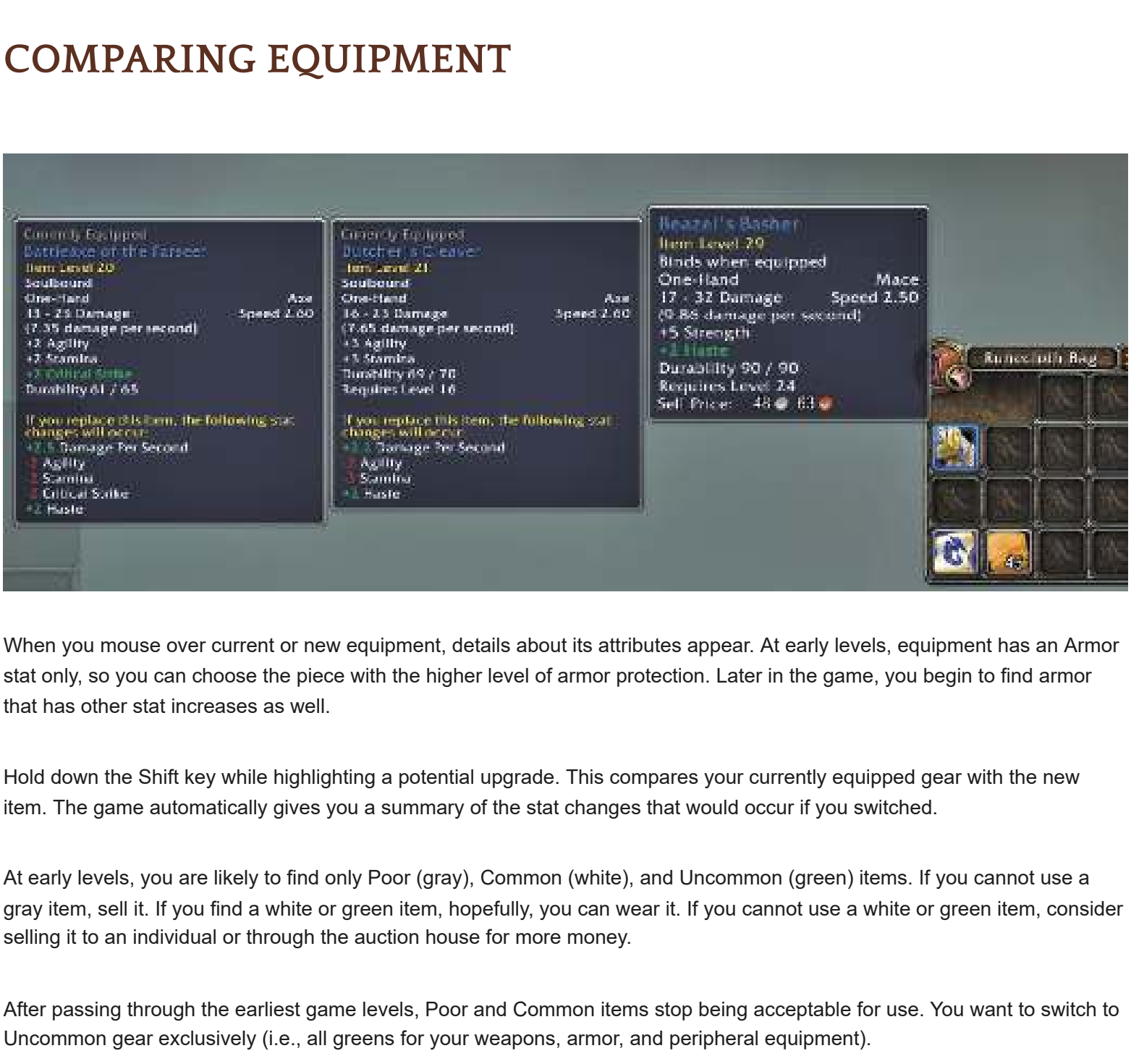
Color-Coded Information

This tooltip for Tailthrasher Britches of the Peerless provides some basic information using colors. The name in green means the item is Uncommon quality. The green stat text shows which secondary stats are improved by these leggings. The gray text shows which stat bonuses are useless to your character’s current specialization. The red text states why you can’t use the item. In this case, the character doesn’t meet the item’s level requirements.

WEAPON SKILLS AND ARMOR PROFICIENCIES

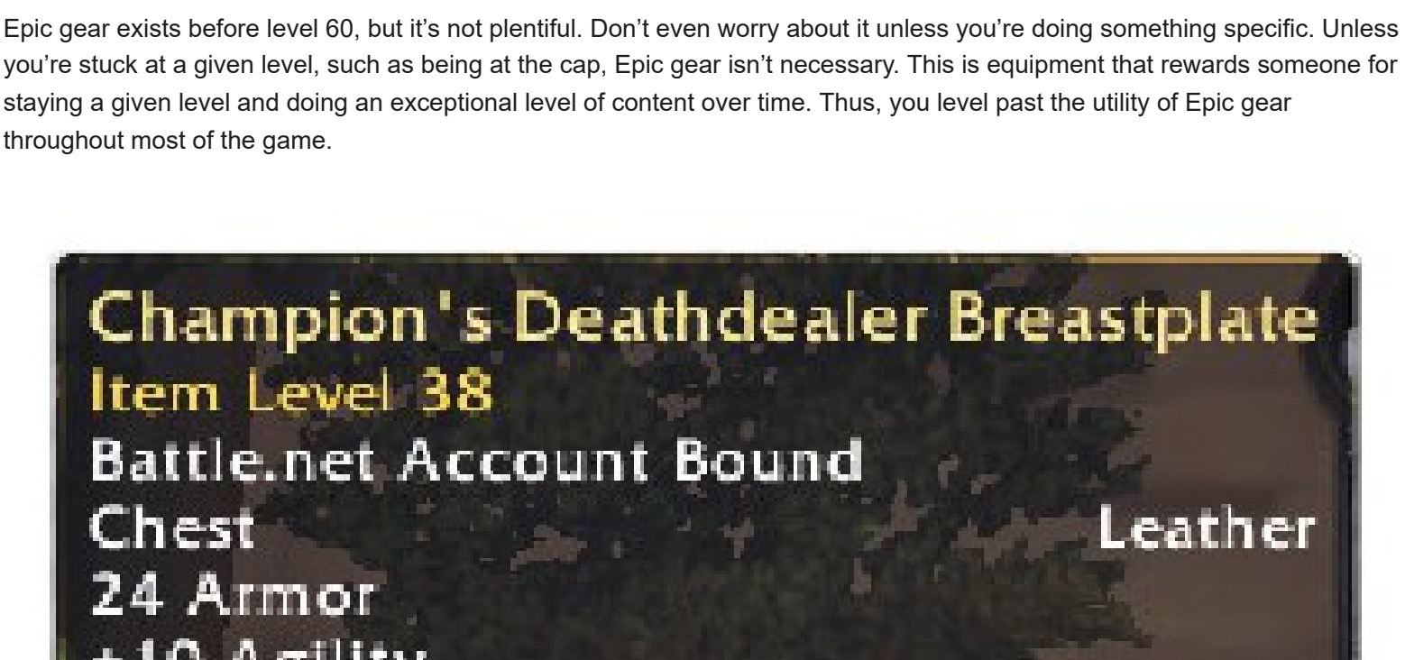
If you’re ever wondering which weapons are available to your character, press “p” to open your Spellbook and look for the Weapon Skills icon. Highlight the icon to see what weapons are available for your character to use.

The Armor Proficiencies icon details the type of armor you can currently use plus whether your character can equip a shield. These limitations are determined entirely by your class. However, some classes get an armor upgrade when they reach higher levels. Warriors and Paladins start the game with only mail, but they eventually learn how to wear plate. Shaman and Hunter start wearing leather, but can use mail armor when they hit a certain level.



Weapon Skills
Passive
Hunters perform best with the following weapons:
Bows
Crossbows
Guns
They can also equip:
Axes
Daggers
Fist Weapons
Polearms
Staves
Swords

COMPARING EQUIPMENT



When you mouse over current or new equipment, details about its attributes appear. At early levels, equipment has an Armor stat only, so you can choose the piece with the higher level of armor protection. Later in the game, you begin to find armor that has other stat increases as well.

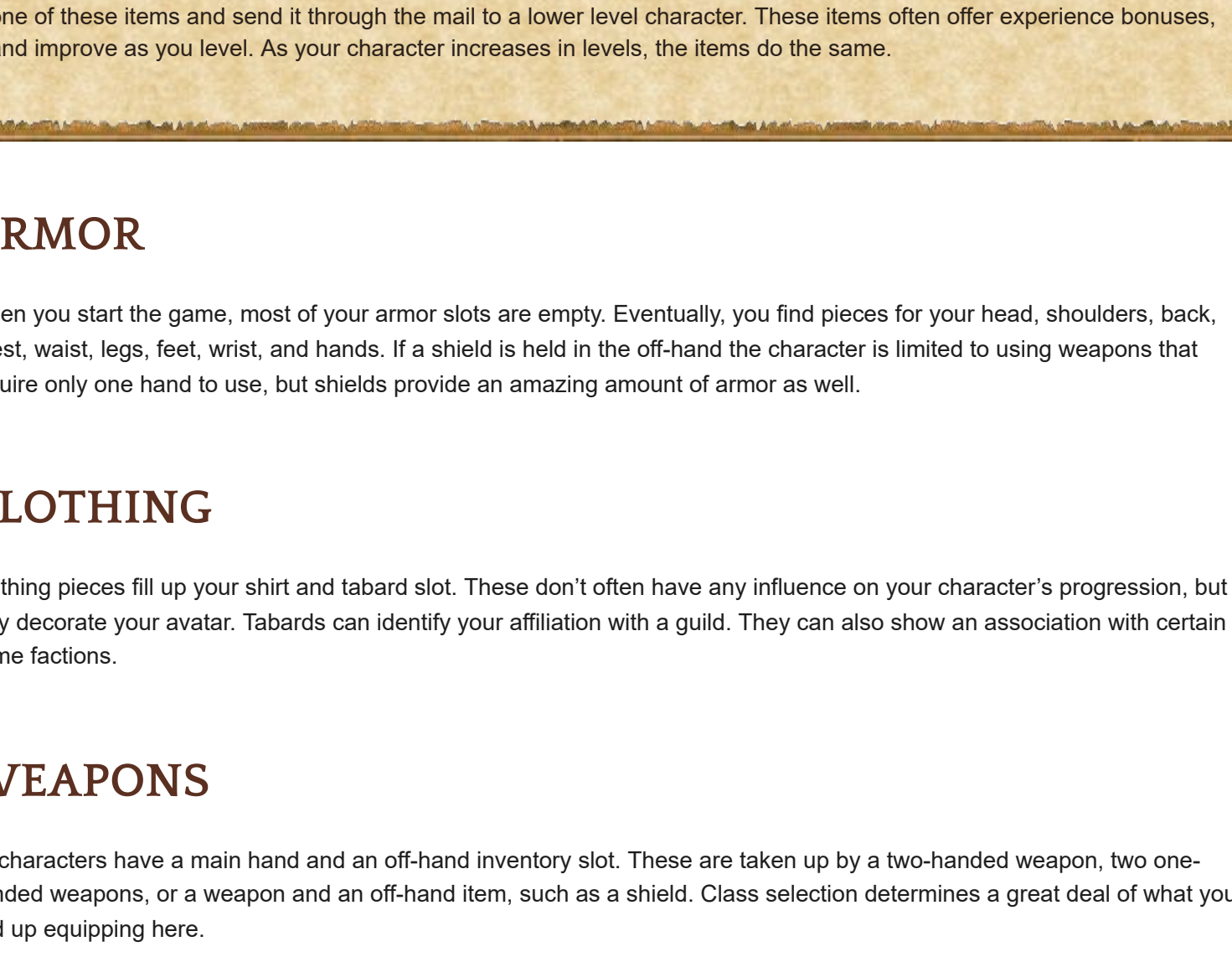
Hold down the Shift key while highlighting a potential upgrade. This compares your currently equipped gear with the new item. The game automatically gives you a summary of the stat changes that would occur if you switched.

At early levels, you are likely to find only Poor (gray), Common (white), and Uncommon (green) items. If you cannot use a gray item, sell it. If you find a white or green item, hopefully, you can wear it. If you cannot use a white or green item, consider selling it to an individual or through the auction house for more money.

After passing through the earliest game levels, Poor and Common items stop being acceptable for use. You want to switch to Uncommon gear exclusively (i.e., all greens for your weapons, armor, and peripheral equipment).

After level 20, you start seeing more than an occasional blue item. These Rare pieces are quite nice for their time, and you should seek them out. However, it isn’t until much later in your career that they become baseline equipment.

Epic gear exists before level 60, but it’s not plentiful. Don’t even worry about it unless you’re doing something specific. Unless you’re stuck at a given level, such as being at the cap, Epic gear isn’t necessary. This is equipment that rewards someone for staying a given level and doing an exceptional level of content over time. Thus, you level past the utility of Epic gear throughout most of the game.



Champion's Deathdealer Breastplate
Item Level 38
Battle.net Account Bound
Chest Leather
24 Armor
+10 Agility
+15 Stamina
+10 Critical Strike

Equip: Experience gained is increased by 10%.

Requires level 1 to 80 (33)

HEIRLOOM ITEMS

Heirloom items are special pieces of equipment that change based on the character using them. These items are bound to accounts instead of individual characters. Generally, you must have a higher level character on your account purchase one of these items and send it through the mail to a lower level character. These items often offer experience bonuses, and improve as you level. As your character increases in levels, the items do the same.

ARMOR

When you start the game, most of your armor slots are empty. Eventually, you find pieces for your head, shoulders, back, chest, waist, legs, feet, wrist, and hands. If a shield is held in the off-hand the character is limited to using weapons that require only one hand to use, but shields provide an amazing amount of armor as well.

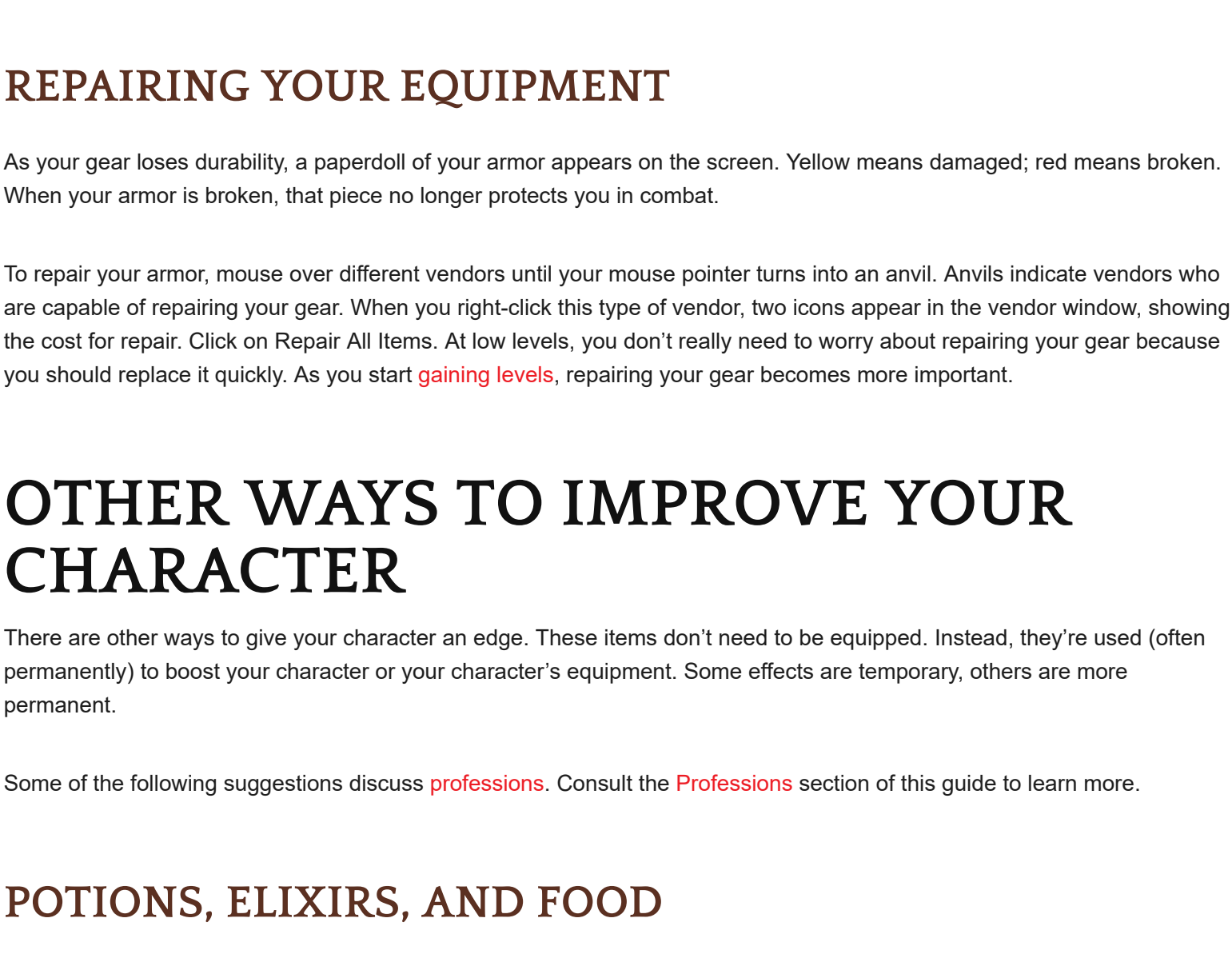
CLOTHING

Clothing pieces fill up your shirt and tabard slot. These don’t often have any influence on your character’s progression, but they decorate your avatar. Tabards can identify your affiliation with a guild. They can also show an association with certain in-game factions.

WEAPONS

All characters have a main hand and an off-hand inventory slot. These are taken up by a two-handed weapon, two one-handed weapons, or a weapon and an off-hand item, such as a shield. Class selection determines a great deal of what you end up equipping here.

AMULETS, RINGS, AND TRINKETS



Charm of Ten Songs
Item Level 437
Soulbound
Unique-Equipped
Trinket
+31 Critical Strike

Equip: When you deal damage you have a chance to gain 87 haste for 20 sec.

Sell Price: 14 22 49

These are higher level item slots. You get two slots for each type, and some of these are quite active. For example, many trinkets grant abilities that you can put on your action bar to give your character a sudden boost in one aspect of play.

Don’t worry too much about these until you reach a somewhat higher level.

REPAIRING YOUR EQUIPMENT

As your gear loses durability, a paperdoll of your armor appears on the screen. Yellow means damaged; red means broken. When your armor is broken, that piece no longer protects you in combat.

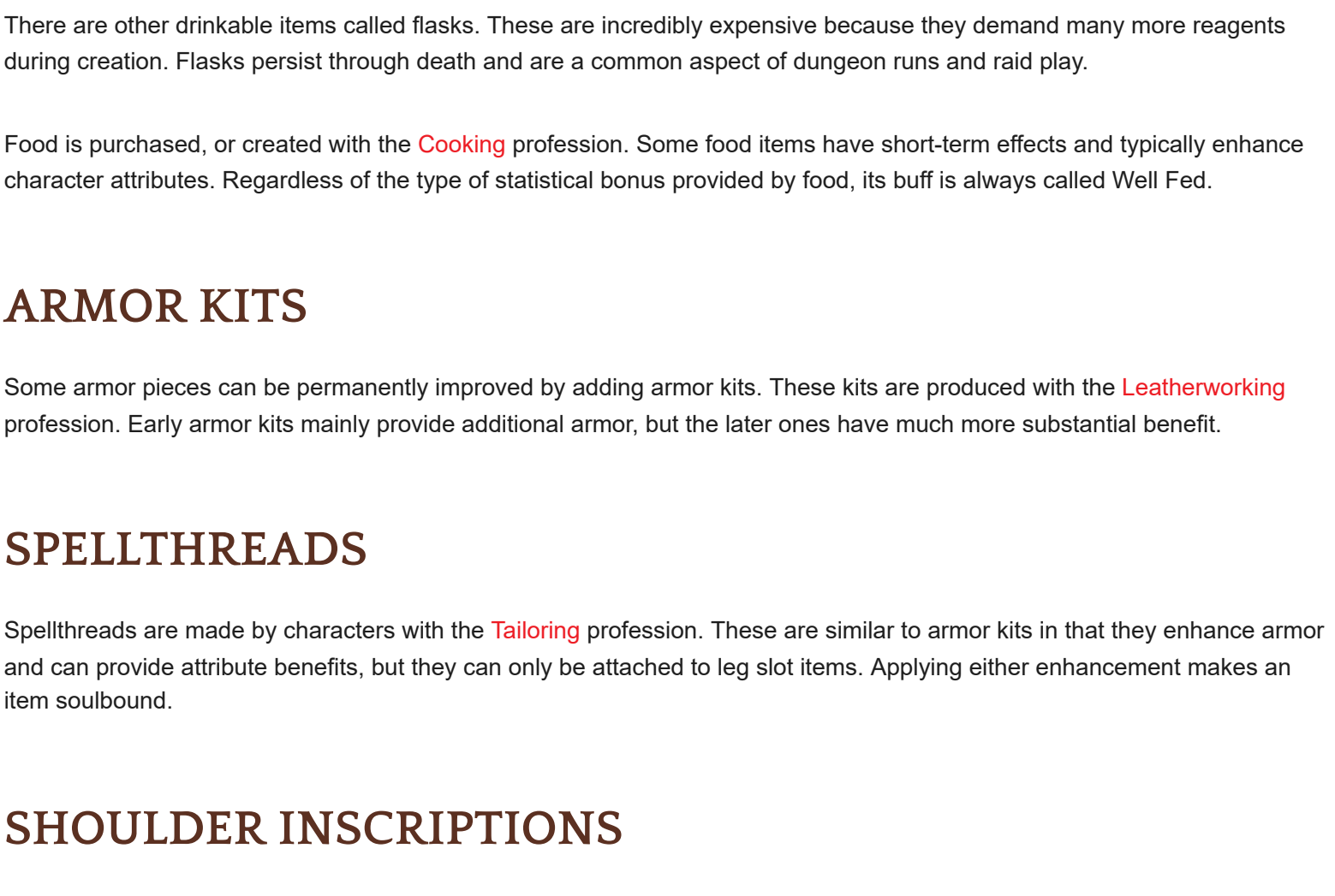
To repair your armor, mouse over different vendors until your mouse pointer turns into an anvil. Anvils indicate vendors who are capable of repairing your gear. When you right-click this type of vendor, two icons appear in the vendor window, showing the cost for repair. Click on Repair All Items. At low levels, you don’t really need to worry about repairing your gear because you should replace it quickly. As you start gaining levels, repairing your gear becomes more important.

OTHER WAYS TO IMPROVE YOUR CHARACTER

There are other ways to give your character an edge. These items don’t need to be equipped. Instead, they’re used (often permanently) to boost your character or your character’s equipment. Some effects are temporary, others are more permanent.

Some of the following suggestions discuss professions. Consult the Professions section of this guide to learn more.

POTIONS, ELIXIRS, AND FOOD



Characters drink potions and elixirs to enhance their performance. Potions, elixirs, and flasks can be made by those with the Alchemy profession or purchased through the Auction House. If you’re lucky, they can sometimes also be found in treasure chests.

Potions have short-term benefits, only working for the moment after you drink them. These restore health or mana, and they can get you through some nasty times. Potions can be taken during combat, but there is a cooldown timer for their use. You can’t bring 10 potions into a fight and hope to keep yourself alive indefinitely.

Elixirs buff your character for a somewhat longer period. They can enhance a number of things, including armor, health regeneration, attributes, and so forth.

There are other drinkable items called flasks. These are incredibly expensive because they demand many more reagents during creation. Flasks persist through death and are a common aspect of dungeon runs and raid play.

Food is purchased, or created with the Cooking profession. Some food items have short-term effects and typically enhance character attributes. Regardless of the type of statistical bonus provided by food, its buff is always called Well Fed.

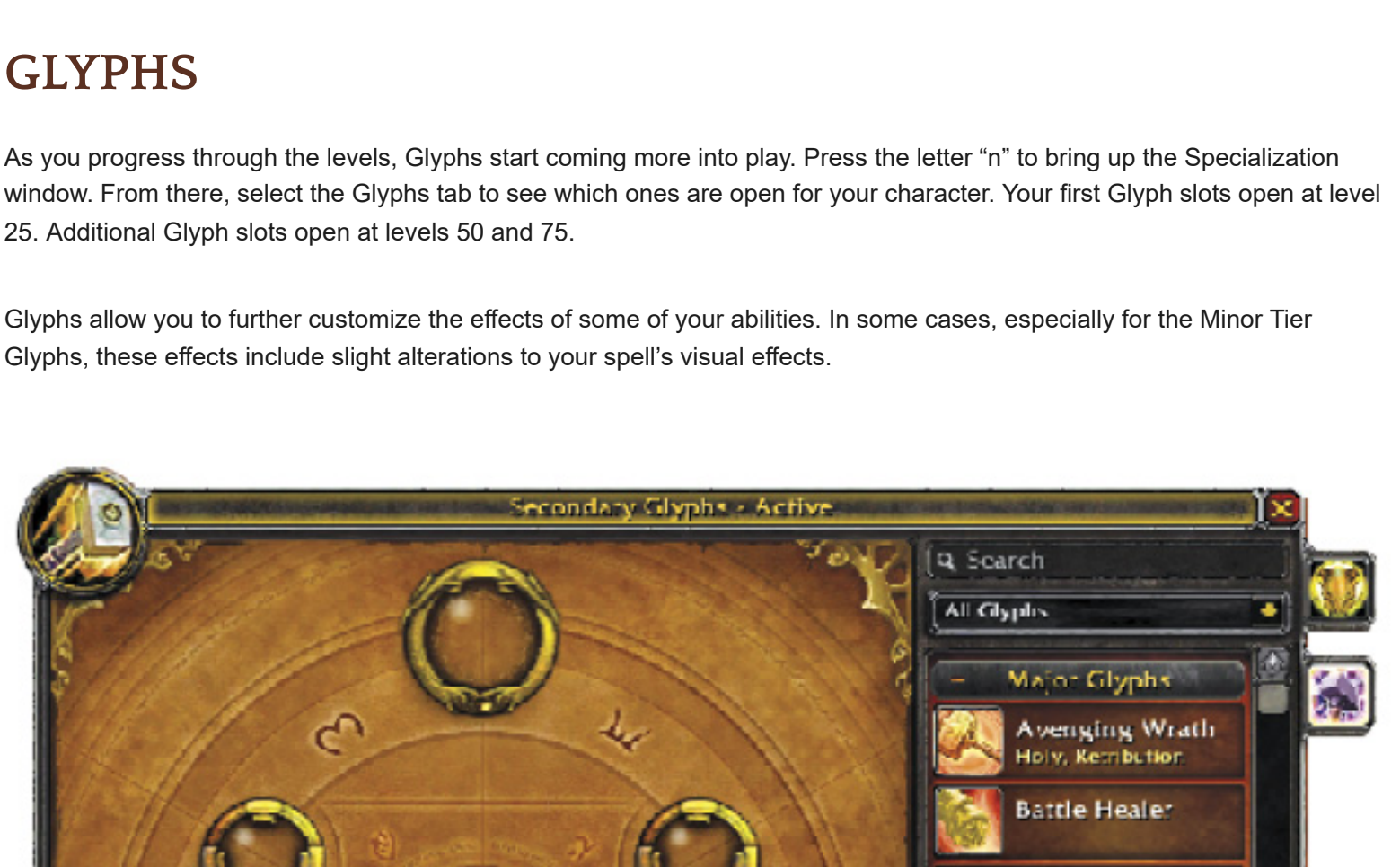
ARMOR KITS

Some armor pieces can be permanently improved by adding armor kits. These kits are produced with the Leatherworking profession. Early armor kits mainly provide additional armor, but the later ones have much more substantial benefit.

SPELLTHREADS

Spellthreads are made by characters with the Tailoring profession. These are similar to armor kits in that they enhance armor and can provide attribute benefits, but they can only be attached to leg slot items. Applying either enhancement makes an item soulbound.

SHOULDER INSCRIPTIONS



The Inscription profession creates special Inscriptions that are applied to shoulder armor. Just like Spellthreads, these Inscriptions cause items to become soulbound. You won’t see your first shoulder armor Inscription until your character is a much higher level.

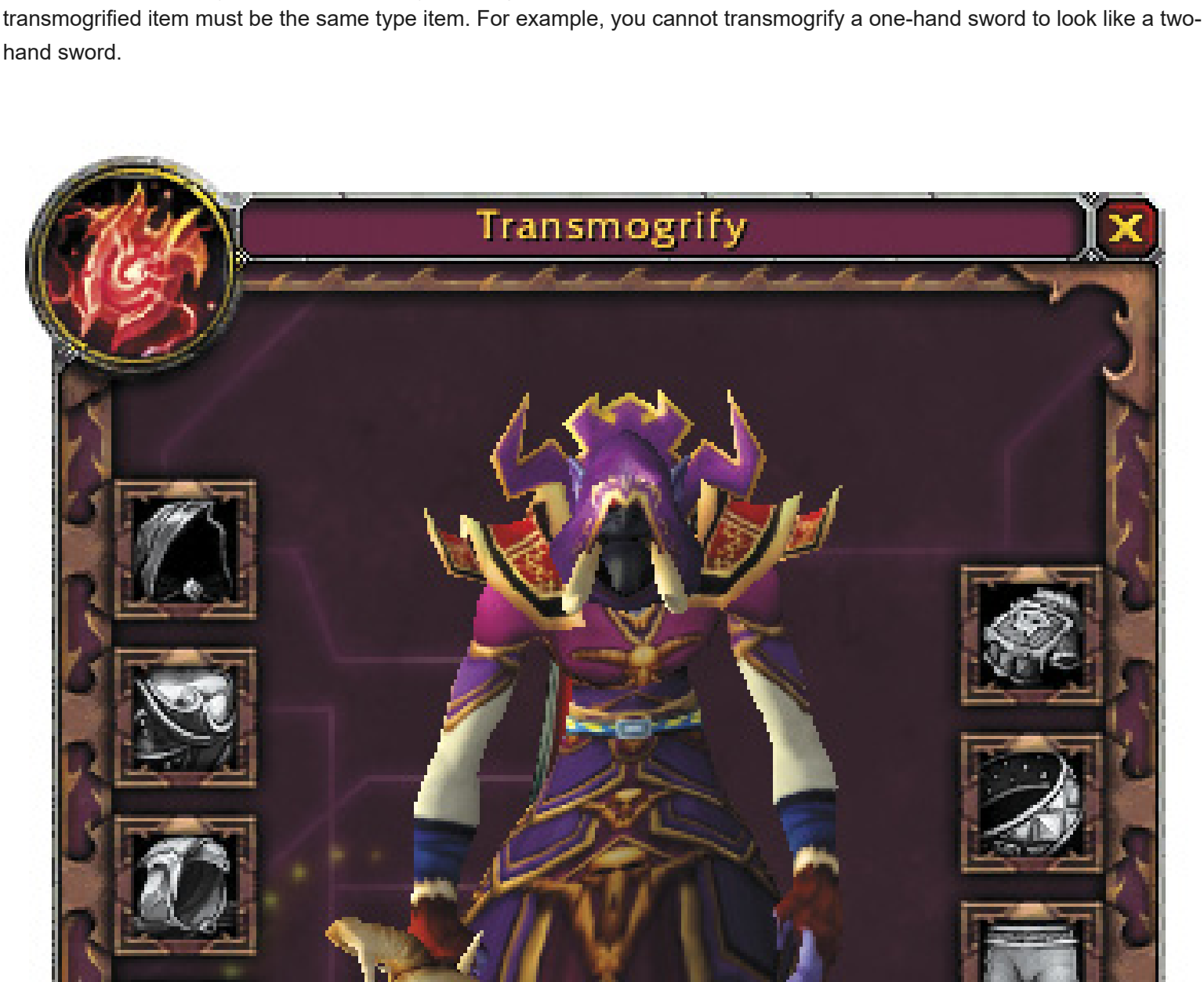
ENCHANTMENTS

Another way to permanently enhance equipment is to have it enchanted. Almost every equippable slot can carry some type of enchantment. Though the temporary cost is quite high, the long-term benefits are substantial if you have most of your gear enchanted. This raises attributes, adds damage to weapons, and is fun to pursue, especially if you have some cash to spare.

GLYPHS

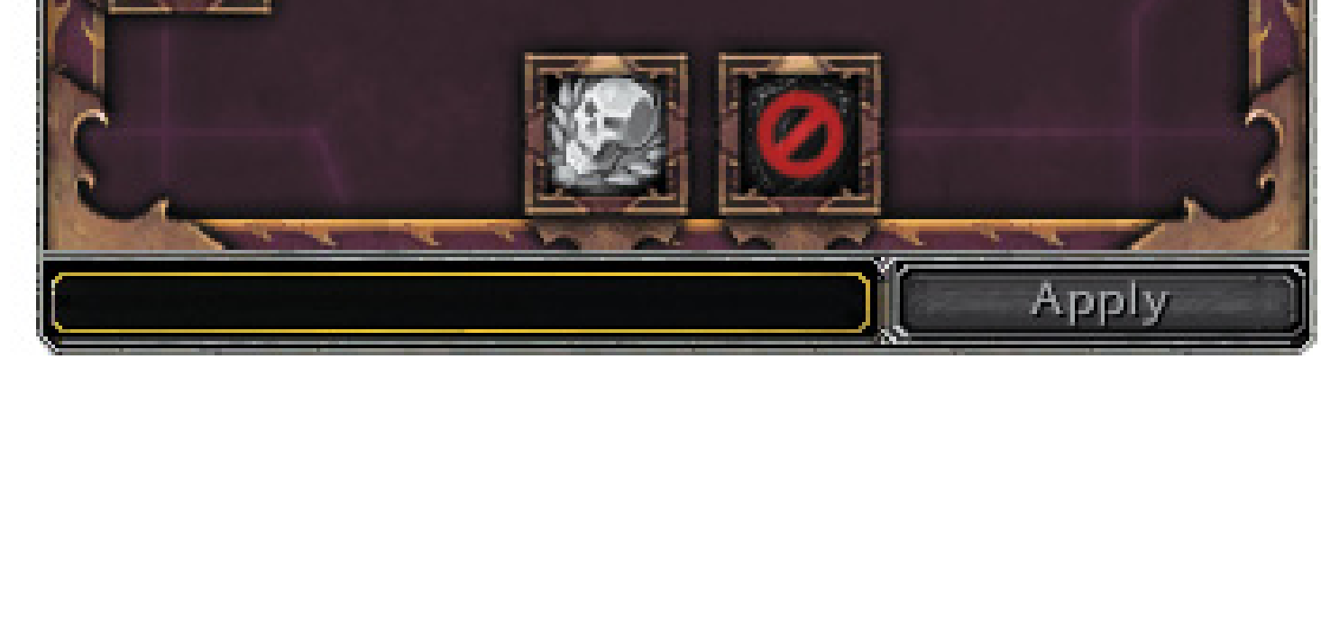
As you progress through the levels, Glyphs start coming more into play. Press the letter “n” to bring up the Specialization window. From there, select the Glyphs tab to see which ones are open for your character. Your first Glyph slots open at level 25. Additional Glyph slots open at levels 50 and 75.

Glyphs allow you to further customize the effects of some of your abilities. In some cases, especially for the Minor Tier Glyphs, these effects include slight alterations to your spell’s visual effects.



TRANSMOGRIFICATION

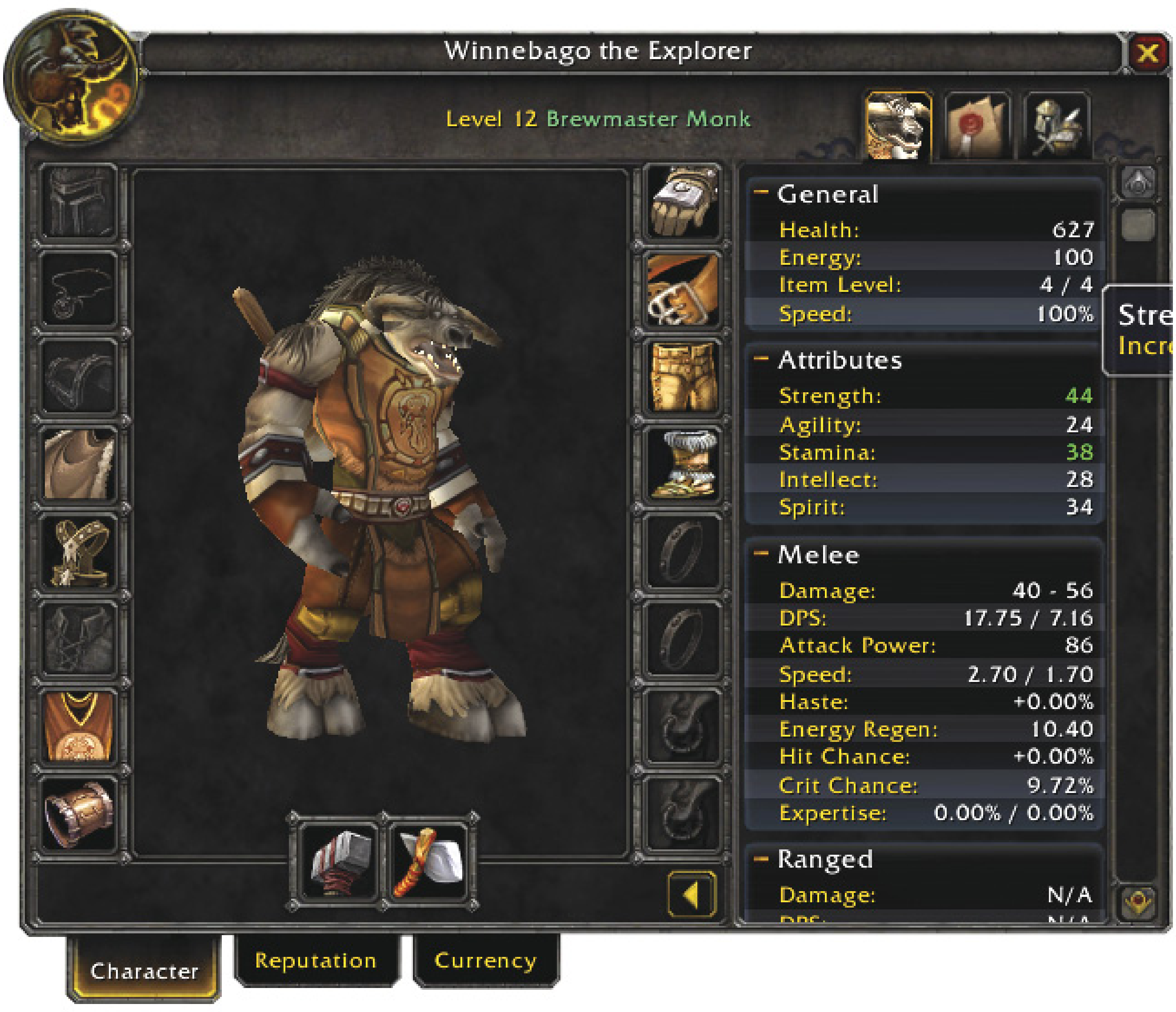
One last form of item improvement, though it’s purely aesthetic, is Transmogrification. For a price, you can transform your equipment into a look you find more visually pleasing. There are restrictions on some equipment appearances, and the transmogrified item must be the same type item. For example, you cannot transmogrify a one-hand sword to look like a two-hand sword.



Gaining Levels

As you kill enemies, complete quests, gather herbs and ore, and discover new areas in the game world, you gradually earn experience points (XP) and fill the experience bar located along the top of your Action Bar. When the bar is full, the game congratulates you on rising to a new level. Completing the initial quests found in your starting village easily helps you go from level 1 to level 2.

TRAINING NEW ABILITIES



Winnebago the Explorer

Level 12 Brewmaster Monk

General
Health: 627
Energy: 100
Item Level: 4 / 4
Speed: 100%

Attributes
Strength: 44
Agility: 24
Stamina: 38
Intellect: 28
Spirit: 34

Melee
Damage: 40 - 56
DPS: 17.75 / 7.16
Attack Power: 86
Speed: 2.70 / 1.70
Haste: +0.00%
Energy Regen: 10.40
Hit Chance: +0.00%
Crit Chance: 9.72%
Expertise: 0.00% / 0.00%

Ranged
Damage: N/A

As you gain levels, the game alerts you when new abilities are learned. New abilities automatically (for the first few levels) go into an open slot on your Action Bar. Feel free to move your newly learned skills around on your Action Bar in any way that makes sense to you.

CHARACTER STATS

Each time characters gain a level, many of their attributes (such as health, mana, Agility, Strength, etc.) are increased. Go into the character window to find out more about these changes.

Discussion of stats is a fairly advanced topic, and stats change at each level, but here are some basics that you should know when looking at this window.

White	By default, your stats are displayed in white. This is a normal level.
Red	Stats in red are being affected negatively by a debuff, broken armor, or other negative effect.
Green	Stats in green are good and are likely being enhanced by a buff, enhanced armor, or potion.

LEVEL 5: LEARN A PROFESSION

When you hit level 5, you gain the option of learning a profession. It isn't necessary for you to learn a profession, but if you're interested consult this guide's Professions chapter.

LEVEL 10: THE BIG CHOICE

At level 10, your character must select a specialization to follow within his or her chosen class. Press the letter "n" to open the Specialization panel and display the options available. You're also able to look at some of the core abilities that you'll learn within each specialization.

If you're unsure about which specialization you'd like to pursue, highlight the abilities in the preview panel for each specialization to learn some details about each skill.

RESETTING YOUR SPECIALIZATION

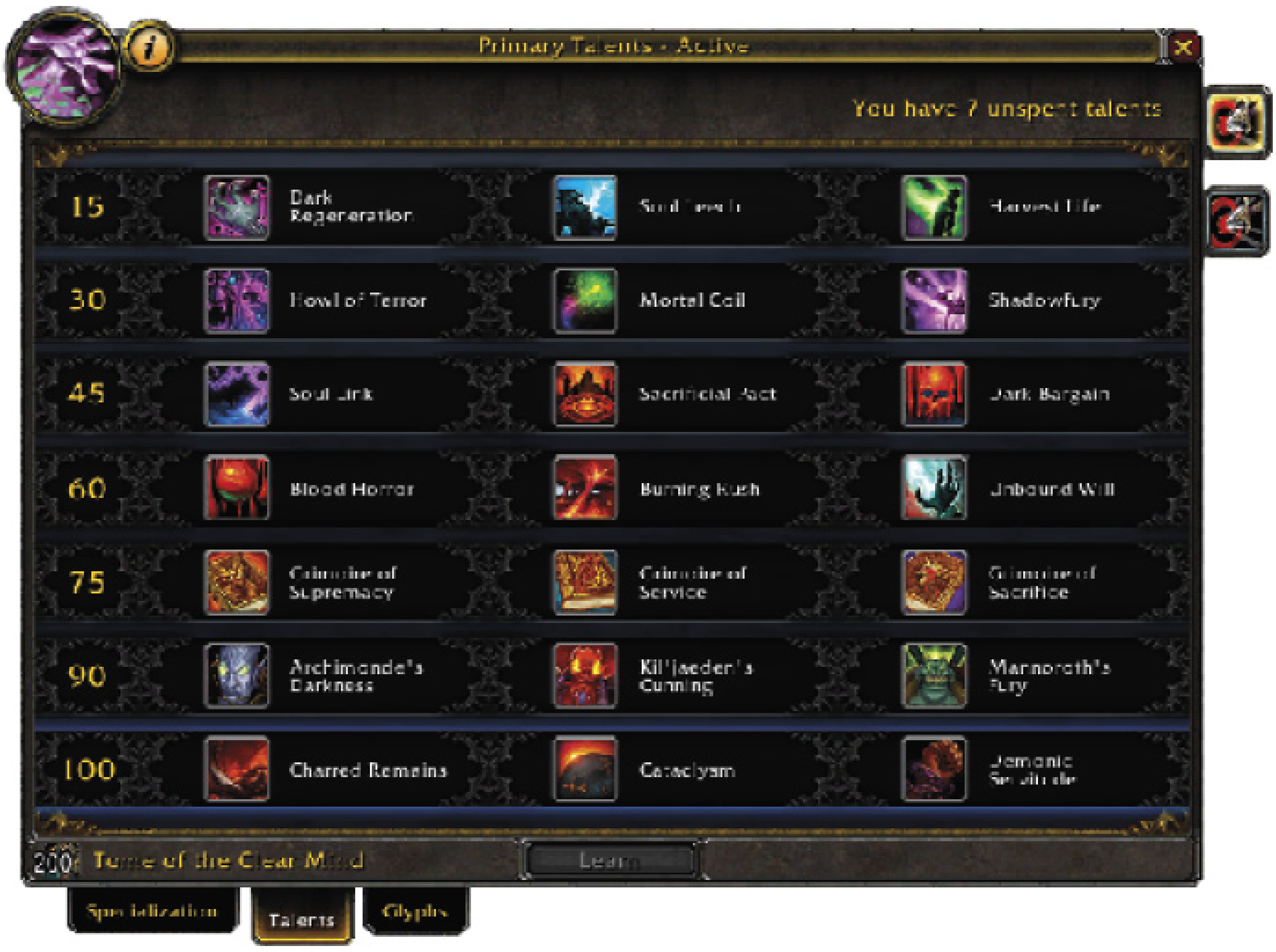
After playing your class with your chosen specialization, you may find that it doesn't quite fit your playstyle. Don't worry; you can always reset your specialization by talking with one of your Class Trainers.

Changing your specialization incurs a fee that increases each time you decide to change, but it isn't so taxing that you won't be able to explore the playstyles for each of your specialization choices until finding the one that best suits you.

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

Talents

Beginning at level 15 and every 15 levels after that until you reach level 90 (you get another talent choice at level 100), you earn a Talent Point that you can use to purchase a talent based on your class. Press the letter “n” to open the Specialization and Talents window. Selecting the Talents tab allows you to view the talents available, and you get to choose one of the three options presented.



Primary Talents - Active

You have 7 unspent talents

15	Dark Regeneration	Soul Leech	Harvest Life
30	Howl of Terror	Mortal Coil	Shadowfury
45	Soul Link	Sacrificial Pact	Dark Bargain
60	Blood Horror	Burning Rush	Unbound Will
75	Grimoire of Supremacy	Grimoire of Service	Grimoire of Sacrifice
90	Archimonde's Darkness	Kil'jaeden's Cunning	Mannoroth's Fury
100	Charred Remains	Cataclysm	Demonic Servitude

200 Tome of the Clear Mind

Typically, the choices presented either augment a spell or ability within your specialization, or provide you with a new utility ability. In some cases, one of the talent choices provided grants a special ability to be used in times of dire circumstance.

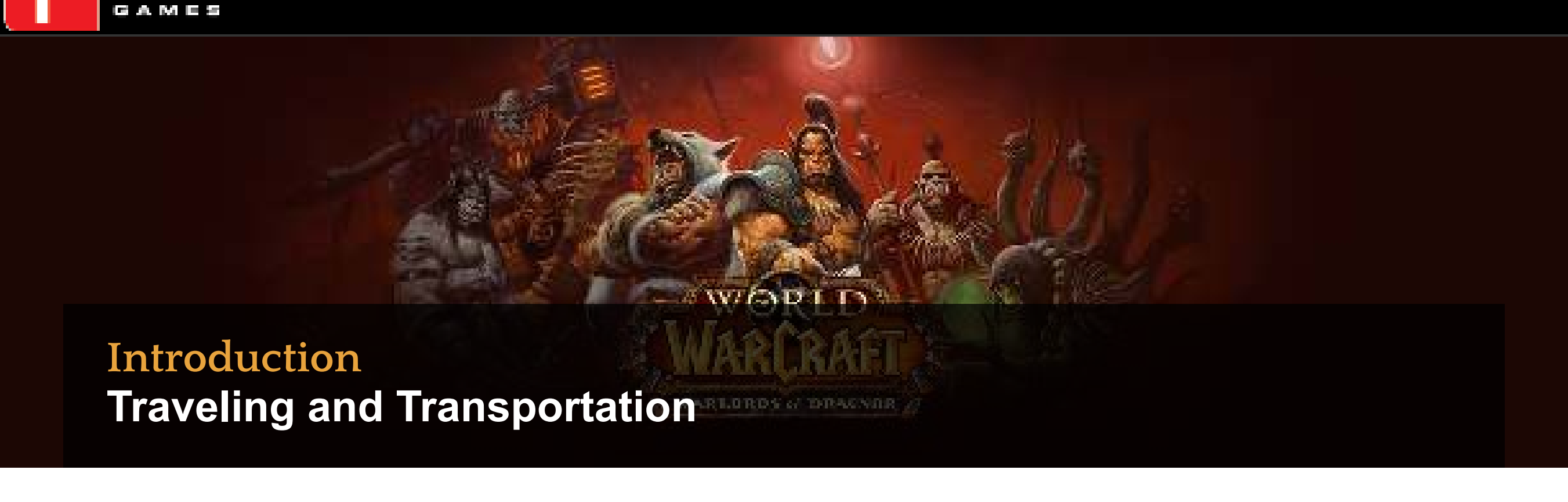
Highlighting the options by using your cursor to mouse over each of the presented talents provides some detailed information about what each talent does for your character.

Talents are presented to give you a chance to add some flair to your character without impeding the other spells and abilities you use within your specialization. There is no right or wrong choice for talents, as they are presented only to enhance how you choose to play your character.

After you select your talent, click the Learn button at the bottom of the pane to add the talent to your spellbook.

RESETTING YOUR TALENTS

Over time, you may decide that one talent may offer you more benefits, according to your playstyle, than another. If this is the case, you can easily reset your talents by either using an item like Tome of the Clear Mind, or speaking with one of your Class Trainers, who will refund your Talent Points so that you may spend them again on any new talent choices you decide to make. Please bear in mind though, each time you choose to reset your talents, you are charged a fee by your trainer. This fee increases each time you decide to relearn your talents.



Traveling and Transportation

At the beginning levels, your only choice is to hoof it when you want to go somewhere. Once you start getting quests that send you to new places, it helps a great deal to know about all your transportation options.

TRAVELING BY FOOT

It's not glamorous, but everybody starts out running to get to new places. When you're going long distances, use Auto Run (defaults to the NumLock key), so you can focus on controlling your character.

It is possible to walk if you aren't in the mood to run. Though slower, this is fun for roleplaying or setting a tone; it's also good if you're escorting an NPC that is wandering around at a different pace. To walk, tap "/" once. Tap it again to resume running.

There is no sprint key, unless you're a Worgen or a Rogue, both of whom have abilities that let them put on the speed every few minutes.

BUFFS FOR RUNNING

Even on foot, some classes have skills and abilities to increase their speed. They don't start with these abilities at level 1, so keep an eye on your spellbook to see when the following abilities become available.

Druid

Druids learn a Travel Form that lets them turn into a Cheetah. This gives them considerable speed.

Hunter

Hunters learn an ability called Aspect of the Cheetah, which increases speed indefinitely. You are immediately dazed if you are hit/damaged while using this, so it isn't useful during combat.

Shaman

Shamans learn how to turn into a Ghost Wolf. This form increases speed indefinitely, so it is ideal for long journeys.

SWIMMING

At times, you need to swim through bodies of water to get to your location. At other times, you need to dive to find hidden items for quests. Almost every body of water has some sort of aqua life—some of them are hostile.

Controlling your character while swimming differs from controls for running:

Swimming Controls

Key	Effect
X	Dive deeper into the water
Spacebar	Swim to the surface
Right-click + mouse movement	Moves the direction your character is swimming
NumLock	Character continues swimming in the same direction

BUFFS FOR SWIMMING

Swimming is slower than running, unless you have some buffs or abilities. Speed is mostly a convenience, but some quests require your character to complete them in water. Your character can stay under water for a limited amount of time before running out of air and eventually dying, unless you consume the proper potions, or have a Warlock around to grant you underwater breathing.

Druids learn how to shift into an Aquatic Form. As a sea lion, these characters can stay underwater as long as they like. They also move faster than other classes. Shaman learn an ability called Water Walking that allows characters to cross water as if it were land. It works for mounted characters as well.

FATIGUE

Running out of breath isn't the only danger when you're out in the water. Characters get fatigued if they try to swim for too long in deep water. This prevents people from trying to cross the ocean without a ship. If you see the fatigue bar appear, return to lighter water as fast as you can. Depth is not an issue in this, so staying at the top of the water won't help.

FLIGHT PATHS

Using flight paths is a common means of travel in the game. Flight paths are in every city as well as in most regions. Flight Masters are identified by the winged foot icon on your region map.

To access a new flight path, you must discover the two ends of the path on foot. All characters start with access to the flight point in their home city. However, you won't be able to use that flight point until you discover another destination attached to it.

Each time you enter a new region or town, look for the flight point using the tracker in your minimap. Right-clicking on the Flight Master with a green exclamation point gets you the flight point. Right-clicking on him again opens a map that displays where you can fly. Click on your destination, and you're on your way immediately.

Most flight paths are specific to Alliance or Horde, and each faction flies on different types of beasts. There is a modest fee each time you fly. When you think about it, flying saves money. The cost of the flight doesn't compare with the money you make questing and killing enemies in the time you've just saved!

Flying is one of the coolest features of the game. You can use your mouse to look around while flying, because you can't fall off a flying mount. This isn't true once you have your own mounts, but that's a different issue.

FACTION-SPECIFIC TRAVEL METHODS

ALLIANCE SHIPS

Ships are designed for cross-continent travel. Most ship paths are for Alliance destinations, though the path between Booty Bay and Ratchet is available to both Horde and Alliance.

Unlike flight paths, there's no need to "discover" a ship path. Simply go to the harbor, find the right dock, and wait for the ship to arrive. Most harbors serve several ships, so you need to speak to the Harbor Master to make sure you're getting on the right one. You may have to wait a few minutes for the ship to arrive, so talk to people nearby, look at talents and achievements, practice your crafting, or just relax. There is no fee for a trip on one of these vessels. If you jump or fall off the boat, you must swim for shore.

DEEPRUN TRAM

The Deeprun Tram is a commuter trip between Stormwind and Ironforge. The trip is as fast as flying, and it's free. The tram stop in Stormwind is located in the Dwarven District. In Ironforge, it's in Tinker Town.

ZEPPELINS: HORDE REGIONS

Zeppelins are also designed for cross-continental travel. All zeppelin paths are for Horde destinations.

Unlike flight paths, there's no need to "discover" a zeppelin path. Simply go to the zeppelin tower, find the right platform, and wait for the zeppelin to arrive. Most zeppelin towers serve several ships, so you need to speak to the Zeppelin Master to make sure you're getting on the right flight. You may need to wait a few minutes for the zeppelin to arrive.

There is no fee for a zeppelin trip. If you jump off the zeppelin, your character will probably die. That said, people can jump off of the Tirisfal Glade zeppelin without dying. Usually. Just don't jump too soon.

THE SILVERMOON PORTAL

A portal connects Silvermoon City and the Undercity. The Undercity portal is located just inside the city walls. The Silvermoon portal is located in Sunfury Spire. This portal is free, but it's only for players using the Burning Crusade expansion.

PERSONAL MOUNTS

At level 20, players are eligible to purchase ground mounts. Riding a mount is 60% faster than running. To use a mount, you must purchase the mount itself and Apprentice Riding, which enables you to use the mount.

Racial Mount Choices

Race	Common Mount
Draenei	Elekks
Dwarves	Rams
Gnomes	Mechanostriders
Humans	Horses
Night Elves	Nightsabers
Worgen	Horses
Blood Elves	Hawkstriders
Goblins	Trike
Orcs	Wolves
Tauren	Kodos
Trolls	Raptors
Undead	Skeletal Horses

You aren't required to use the standard racial mount for your character. By exploring the world, you are likely to find other mounts. Some of these require doing repeated quests to raise your reputation with a given faction, but it's all worthwhile when you want their cool mounts.

Riding is a skill that you only need to train at each tier. Thus, you can have 10 mounts and still only need to have trained Riding that first time. The only recurring expense is when buying another type of mount.

There are faster mounts in the game, including epic mounts (that require more intense Riding training) and flying mounts. Flying mounts cost the most, and you won't be able to get involved with those until you're well into the game's later content.

WARLOCK AND PALADIN BONUS!

Warlocks and Paladins have special mounts that are class specific. Paladin mounts even change depending on your race. You get the first mount at level 20, and the second at level 40.

MAGE PORTALS

Mages first learn the ability to Teleport themselves to significant cities. Later, mid-level Mages are able to open Portals that teleport everyone who interacts with them to a specific major city. As Mages level, they learn how to access even more cities (with their race's capital being the first option).

WARLOCK SUMMONS

At level 42, Warlocks learn the Ritual of Summoning. The Warlock and two other players can use the spell to summon another player to the Warlock from anywhere in the world. This spell is frequently used to bring group members to the same location. Note that the Ritual of Summoning can only be made with everyone being in the same group or raid. This doesn't work on people outside of your group.

Summoning Stones

Dungeons have stones that let people call their groupmates. It only takes two people at the stone to bring everyone else in the group to the proper location. You need to be at an appropriate level for the dungeon at hand; otherwise, this feature will not work.

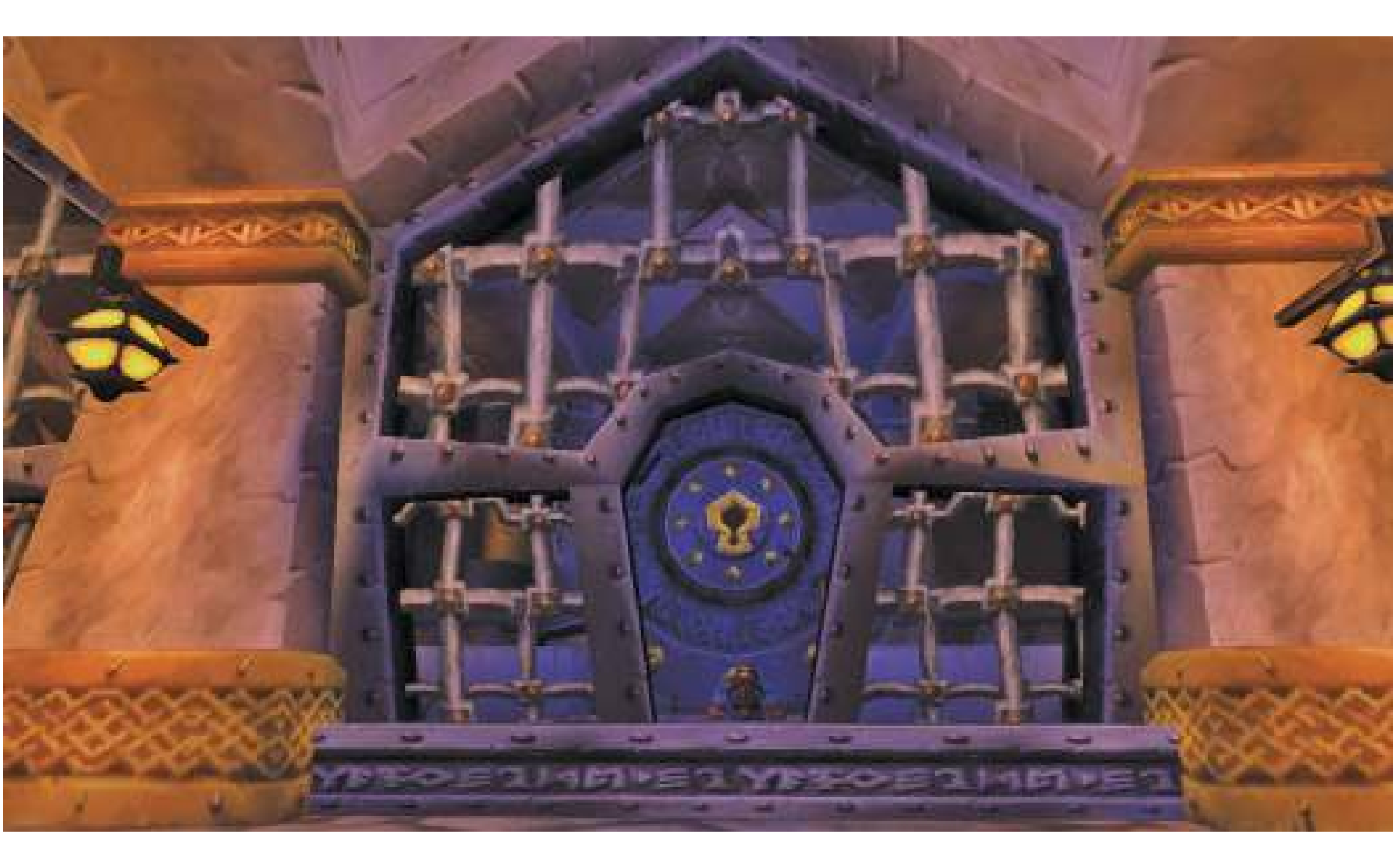
Introduction
Banks and Auction Houses

This section discusses your in-game money and how to use banks and auction houses. There's also an introduction to the in-game economy and how to buy and sell items from other players. Making money is not a key focus for new players, but it becomes more important as you advance in the game.

MONEY

You carry your money in your backpack at all times, and there's an extremely high limit on how much personal gold you can carry. Unless you're approaching a quarter of a million gold, it's not worth worrying about.

At early levels, you won't have much money, so you may be shocked by the cost of many items and what other players are willing to pay. However, the game offers you higher rewards as you complete more difficult quests and as you pursue new ways to earn money.



Here's a quick list of a few ways to earn money:

- **Loot the corpses of humanoid enemies.**
- **Sell your old Soulbound items or gray items to vendors.**
- **Sell items directly to other players.**
- **Sell items through the auction house.**
- **Use your profession skills to collect or create items for sale.**

You can make the most money using your professions. Other players may have access to guilds with extensive treasuries, or they might play higher level characters who are capable of earning hundreds of gold in a single play session. Thus, they're able to pay far more than you for the same amount of work. Use that to your advantage.

BANKS

Each major city has at least one bank. Talk to a city guard for help finding one. Inside are bankers with whom you can interact (right-click). Banks really function as vaults for storing items—not money. Using a bank is a way to free up your bag space and store items not needed on a moment-to-moment basis.

Right-clicking on a banker opens your personal vault. The first thing most people notice is that the bank vault is quite large. You have more personal space in there than you would with just your backpack and a few tiny bags. This gets even better!

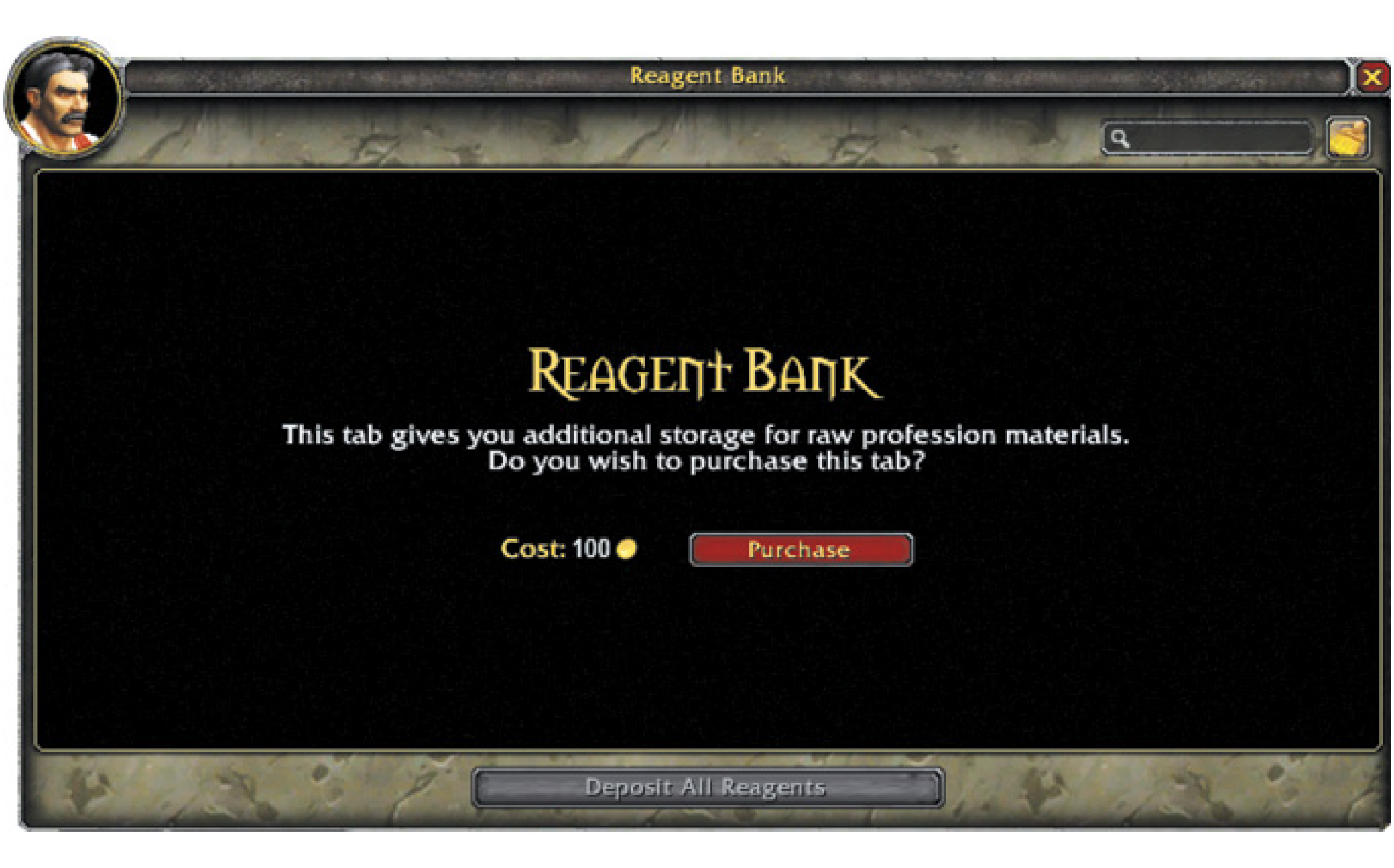
With a bit of extra money, you can purchase bag slots for your bank vault. These increase in cost dramatically after your first few slots are unlocked, but it's still a wise way to spend money if you're running out of space.

Collect spare bags for the bank vault; taking away ones from your character is foolhardy because it reduces the amount of items you can carry around. Thus, it limits your income from looting and gathering! Always invest in high-quality bags. They pay for themselves better than many alternatives. They also make your life easier.

All banks are linked by their faction. Even though you deposit your items in one bank, you can access them from any other bank.

REAGENT BANK

For 100 gold, you can buy an extra bank tab dedicated to crafting Reagents. Crafting Reagents include anything used by crafting and secondary professions. As you learn more recipes, the variety of items you need increases. This bank tab allows you to store all the items in one spot, making searching through it much easier.



Reagent Bank

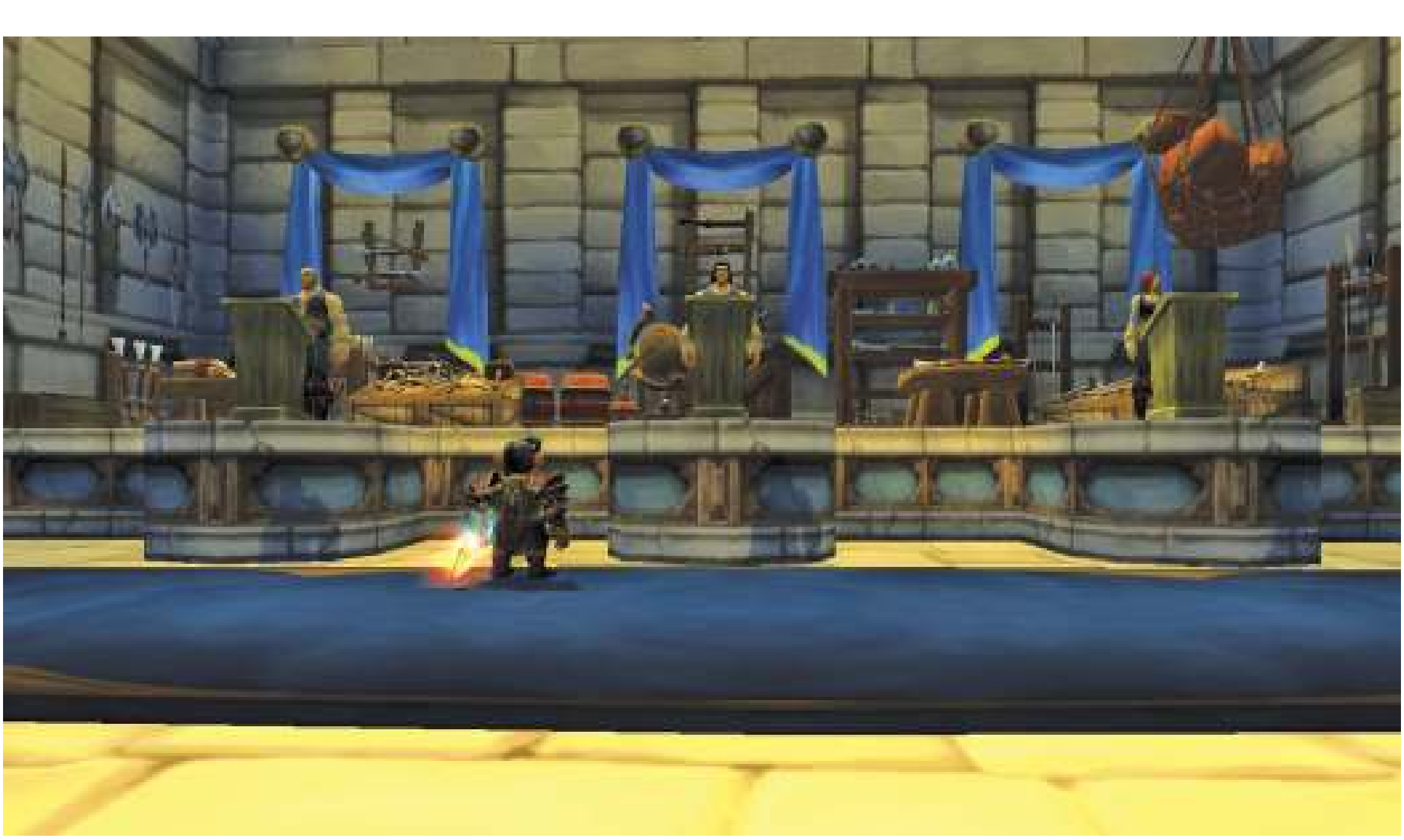
This tab gives you additional storage for raw profession materials. Do you wish to purchase this tab?

Cost: 100

GUILD VAULTS

Guilds have their own bank vaults. These groups store money and items to keep them accessible to their guild members. The Guild Master sets a list of permissions that control access to the guild items. Ask members of your guild for details.

AUCTION HOUSES

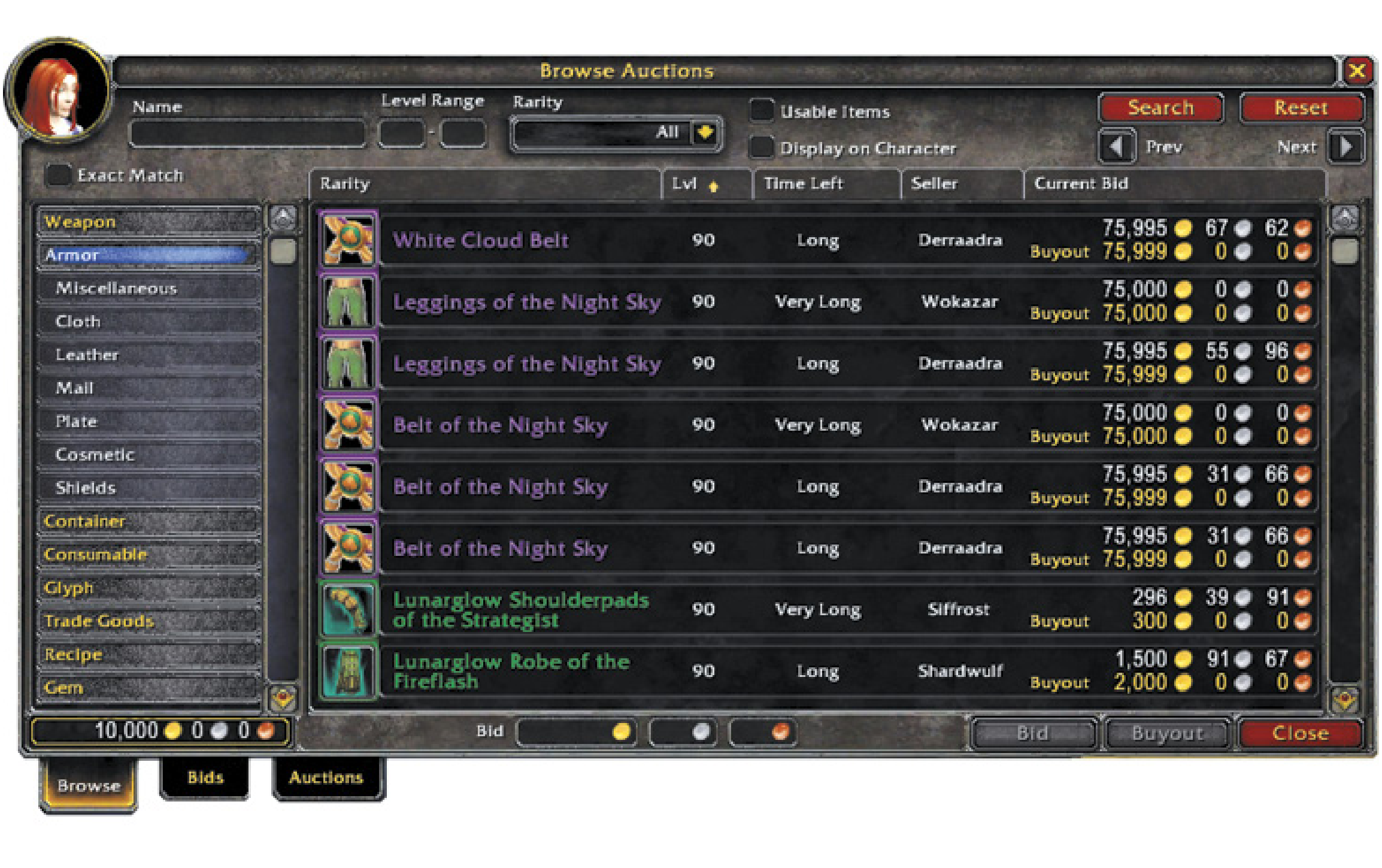


Auction houses are located in all major cities. You can access the same auctions from any auction house in any city. All auctions are visible to all players, regardless of the faction of the person placing the auction or the person bidding on an auction.

The auction houses in World of Warcraft work like real-life online auction sites. You set up a timed auction with a minimum starting price that sells to the highest bidder; you can also set a Buyout price that enables players to purchase the item immediately. And, if you find an item you want, you can place a bid or Buyout the item immediately.

Right-clicking on any Auctioneer opens the auction interface. It has three tabs: Browse, Bids, and Auctions.

BROWSING



Rarity	Lvl	Time Left	Seller	Current Bid
White Cloud Belt	90	Long	Derraadra	75,995 67 62 Buyout 75,999 0 0
Leggings of the Night Sky	90	Very Long	Wokazar	75,000 0 0 Buyout 75,000 0 0
Leggings of the Night Sky	90	Long	Derraadra	75,995 55 96 Buyout 75,999 0 0
Belt of the Night Sky	90	Very Long	Wokazar	75,000 0 0 Buyout 75,000 0 0
Belt of the Night Sky	90	Long	Derraadra	75,995 31 66 Buyout 75,999 0 0
Belt of the Night Sky	90	Long	Derraadra	75,995 31 66 Buyout 75,999 0 0
Lunarglow Shoulderpads of the Strategist	90	Very Long	Siffrost	296 39 91 Buyout 300 0 0
Lunarglow Robe of the Fireflash	90	Long	Shardwulf	1,500 91 67 Buyout 2,000 0 0

10,000 0 0

The Browse tab enables you to search through all current auctions. Because there are thousands of available items, you need to use specific criteria to narrow your search.

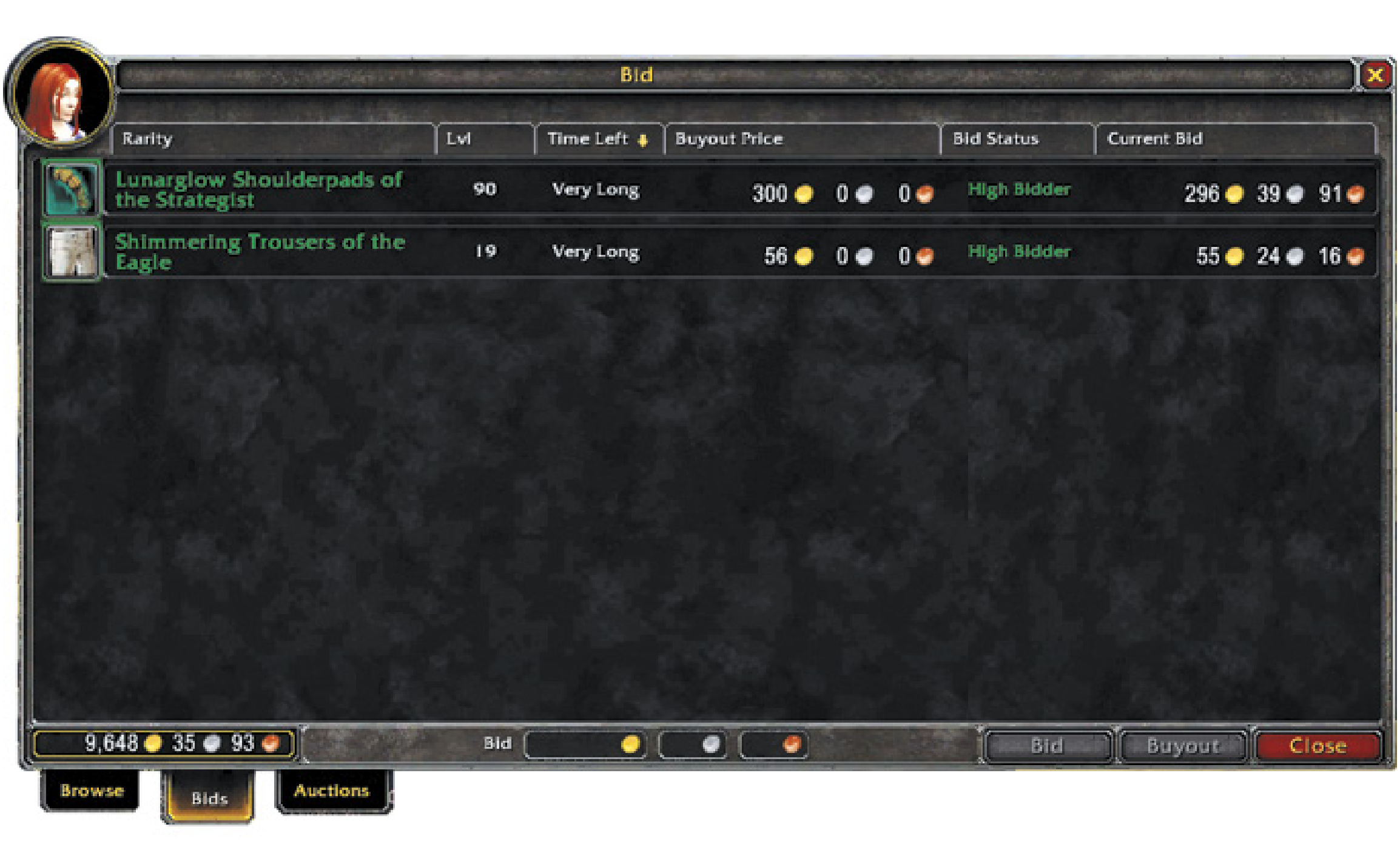
For example, suppose you're looking for a nice, new piece of armor. Using the category pane on the left side of the Auction House window, you can open a series of menus that help refine your search. Once you're happy with the category of search, hit the "Search" button to return a list of everything for sale in the auction house.

Buttons along the top of the search results screen allow you to sort the presented list of items by Rarity, Level required to use, Time left on the auction, the Seller, and the Current Bid. Use these to help narrow your search for the perfect item.

If you know exactly what you're looking for, enter its name in the "Name" field at the top of the auction house window. Again, a list of available items appears in the search results pane. If you use your cursor to mouse over the icon for each item, the game returns detailed information about the item.

Additional filters are available for use in the Auction House window. The Level Range boxes allow you to filter the results for the desired level range. For example, a level 12 character may enter a level range from 10 to 12, ensuring they see only items they can use and haven't outgrown. Finally, the Useable Items box can be checked, filtering search results to display only items that your character can use.

BIDS



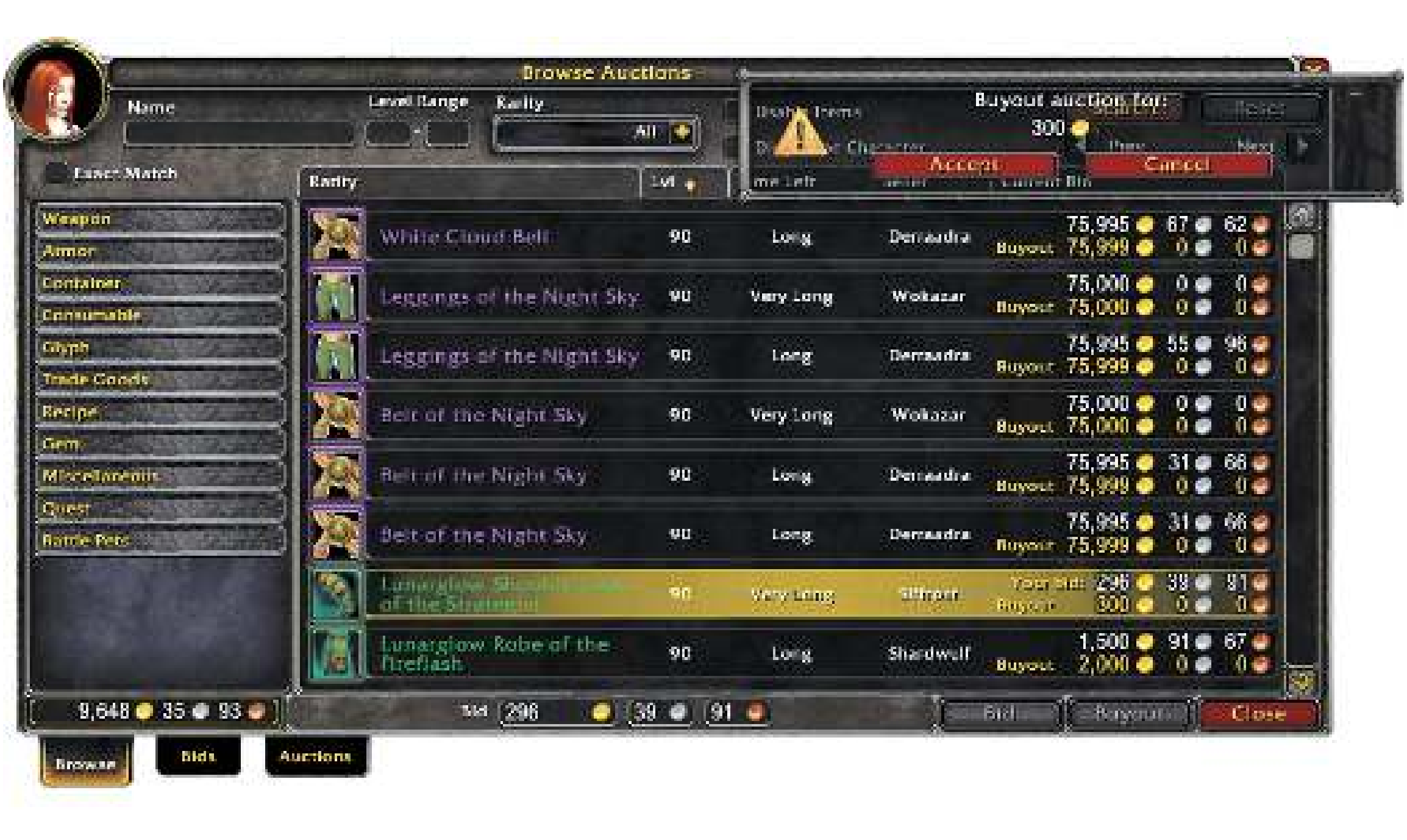
Rarity	Lvl	Time Left	Buyout Price	Bid Status	Current Bid
Lunarglow Shoulderpads of the Strategist	90	Very Long	300 0 0	High Bidder	296 39 91
Shimmering Trousers of the Eagle	19	Very Long	56 0 0	High Bidder	55 24 16

9,648 35 93

To make a bid, click on the desired item, enter your bid, and click Bid. You won't need to stay online for your bid to remain active. Auctions can last for a very long time, so it's a good idea to go and do other things. The auction house mails your items if you win the bid, so the system is quite simple.

The Bids tab enables you to keep track of your auctions. If you are outbid while online, a message appears in your General chat log. If you've been offline for a while, check the status of these sales by opening the Bids tab. If someone else is the highest bidder, their name appears in red. This gives you an opportunity to bid again if you wish.

BUYOUT



Buyout auction for:
300

Rarity	Lvl	Time Left	Seller	Current Bid
White Cloud Belt	90	Long	Derraadra	75,995 67 62 Buyout 75,999 0 0
Leggings of the Night Sky	90	Very Long	Wokazar	75,000 0 0 Buyout 75,000 0 0
Leggings of the Night Sky	90	Long	Derraadra	75,995 55 96 Buyout 75,999 0 0
Belt of the Night Sky	90	Very Long	Wokazar	75,000 0 0 Buyout 75,000 0 0
Belt of the Night Sky	90	Long	Derraadra	75,995 31 66 Buyout 75,999 0 0
Belt of the Night Sky	90	Long	Derraadra	75,995 31 66 Buyout 75,999 0 0
Lunarglow Shoulderpads of the Strategist	90	Very Long	Siffrost	Your Bid: 296 39 91 Buyout 300 0 0
Lunarglow Robe of the Fireflash	90	Long	Shardwulf	1,500 91 67 Buyout 2,000 0 0

9,648 35 93

Bid 296 39 91

Using the Buyout option works the same way, except that you must meet the Buyout price. Like other online options, the benefit is that you immediately get the item, but you are likely to pay more when using this option.

Because the Buyout option is final, the game asks you to confirm payment. Click Accept. As soon as the transaction is complete, you receive a mail flag on your minimap, indicating that your auction item is already in your mailbox. Retrieve it as you would regular mail.

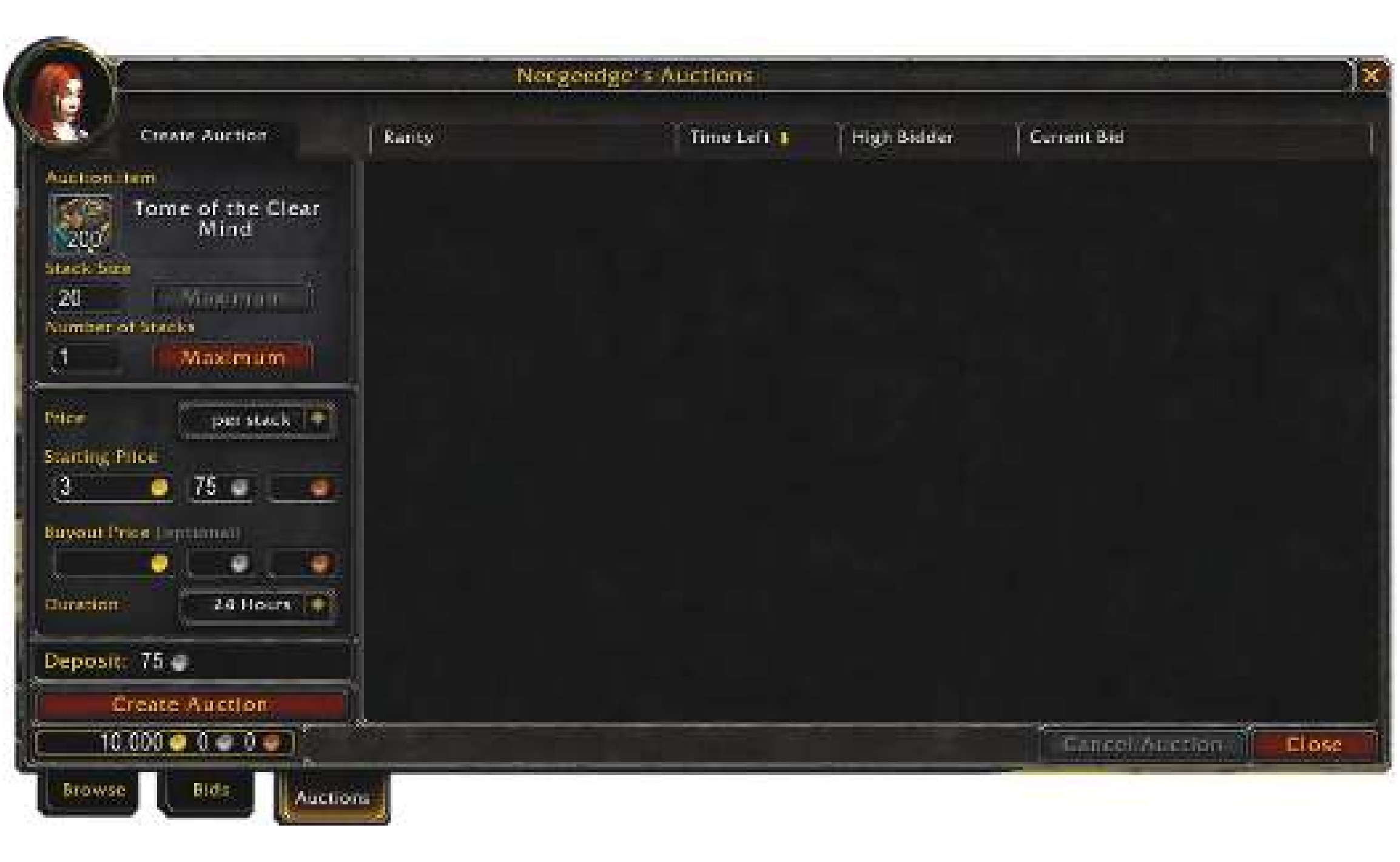
ALWAYS SELL WITH A BUYOUT PRICE

It's rare not to have a good reason to post items and give a Buyout price. Sure, the sky is the limit when people are bidding against each other, but who knows if their bidding war will ever have enough time to meet the maximum value that one of the players would have paid.

Instead, figure out the best prices for your items and go for the throat. People get quite eager for the items they want, and having instant gratification at their fingertips is worth in-game money to them.

When you're uncertain of proper pricing, use the auction house itself or research the item online to see what it's selling for elsewhere. To search locally, act as if you're shopping for the exact item that you're about to sell. Type the item's name into the first page of the auction house and search for it. Undercut your competition by offering the item for a tiny bit less (a single gold, or maybe even a few silver). Either way puts your item above theirs when players search for it!

AUCTIONS



Auction Item: Tome of the Clear Mind 200

Stack Size: 20

Number of Stacks: 1

Price: per stack

Starting Price: 3 75

Buyout Price (optional)

Duration: 24 Hours

Deposit: 75

10,000 0 0

To create an auction of your own, use the Auctions tab. Start by left-clicking and dragging the designated item into the Auction Item slot. By default, the game enters a common Starting Price for the item. The given starting price may or may not work for your purposes, so feel free to change it. You can also change the duration of the auction and include a Buyout price. Notice the deposit fee. This goes to the auction house, and you cannot get it back. Once you've set up the parameters, click the Create Auction button.

The item appears as an auction listing for your character. Regardless of whether your item sells, you don't have to do anything more. If the item sells, you receive confirmation and payment through the mail. If your item doesn't sell, the auction house mails the item back to you, minus their cut.

USING THE TRADE CHANNEL

Using the Trade channel to buy and sell is a much less structured way to conduct business. Although the Trade channel is designed to discuss trade, bored players frequently discuss other game topics, world events, player issues, and other trivial matters.

If you can get past the din of the crowd, you can get good feedback about the price or availability of an item, and maybe make a decent purchase or sale. In order to show an item on the Trade channel, Shift and left-click the item to make a link of it appear in the channel. To do this, you need to use the command to speak on the channel and then Shift and left-click your item:

/Trade Want to sell <Hold down Shift and left-click the item in question>

That way, players can click the link for details. Likewise, if someone posts a link in the channel, click it to see the item's stats. You can do this for any sort of item, including one that you are seeking for a quest.

Most players use communication shorthand for buying and selling in the Trade channel. Here are a few of the most common abbreviations:

Abbreviation	What it Means
LF	Looking For
WTB	Want To Buy
WTS	Want To Sell
LFW	Looking For Work (someone is offering their professional services)
PST	Please Send Tell (please whisper to them privately to get more information or to haggle)

THE BLACK MARKET AUCTION HOUSE

The Black Market is different than other auction houses in the game. The Black Market offers rare and exotic items, unavailable to purchase anywhere else. It offers players the opportunity to buy items that normally come with potentially hundreds of hours of gameplay, or items that normally require being a member of the best of the best guilds in the game.

The Black Market caters to every whim, offering mounts, companion pets, crafting recipes, and gear. These items can make you the talk of the town—for a price.

Players cannot create auctions at the Black Market, and there are no Buyout options; it's a cut-throat, winner-take-all bidding style that will make most players reel at the prices these items fetch (potentially hundreds of thousands of gold).

Items appear for sale randomly, placed on the block by notable NPCs. Many of these NPCs have a story or two tied to them—more than enough to interest those players who want to delve the depths of the game's lore.

WORLD
WARCRAFT
WARLORDS of DRAENOR

Introduction

Professions

Professions are additional skills for your character, most of which you can learn starting at level 5. Learning professions is completely optional, but they add additional layers of interaction (and fun!) to your time in World of Warcraft.

There are two categories of professions: primary and secondary. Each character can choose only two primary professions. You can learn as many secondary professions as you like. There are no class or race restrictions when it comes to choosing a profession, but some races enjoy advantages for certain professions.

Some primary professions involve your character going into the world and looking for specific types of loot. These are called gathering professions. You might be hunting for metal, animal skins, or herbs. Other professions use these materials to create items, and they are known as crafting professions.

Embersilk Bag
44
5
2
4
5
4
24
2
4
39
2
2
2
2

Embersilk Bag
9
3
9
6
7
6
6
12
2

Crafting professions allow characters to produce items for others to use. You might be making permanent items, such as armor or weapons . You might be invested in short-term goodies, like potions. Crafting professions require a higher investment in money and time than gathering professions.

Secondary professions are specific in what they can do. Though more limited in scope than primary professions, these are easier to pick up, master, and play around with.

PRIMARY PROFESSIONS

There are 11 primary professions in the game. If you're interested in a certain profession after reading the brief introductions that follow, there is more detail about each profession later in this guide.

Profession	Type	What It Does
Alchemy	Crafting	Make potions/elixirs/flasks
Blacksmithing	Crafting	Craft mail and plate armor / melee weapons
Enchanting	Crafting	Improve equipment
Engineering	Crafting	Create gadgets, ranged weapons, bombs, and other toys
Herbalism	Gathering	Gather herbs
Inscription	Crafting	Make Glyphs to augment characters
Jewelcrafting	Crafting	Create rings, trinkets, and gems to improve gear
Leatherworking	Crafting	Craft leather and mail armor / armor kits
Mining	Gathering	Gather ore
Skinning	Gathering	Gather animal skins
Tailoring	Crafting	Craft cloth armor and bags

IMPROVING PROFESSIONS

Practicing The Gathering Professions

To increase your skill in Herbalism, Mining, or Skinning, you must simply perform those gathering tasks again and again. Performing the actual task is just like looting: right-click on the object. Herbs are found on the ground all over the world. Mining veins are usually along ridges or tucked into valleys. They're also plentiful inside caves. Skins are taken from many normal animals or natural monsters after they've been defeated and emptied of loot.

Most times you gather an item, your skill increases as shown in your General log. Eventually, a given type of object "grays out." This means that you can't get points from them anymore (you can still gather them, though). You can tell this because the tag below the object appears in gray instead of green, yellow, or orange.

Practicing The Crafting Professions

To practice crafting professions, click on that profession's icon from the Professions menu or your Action Bar. This opens a window that lists all the recipes you currently know in that profession. Clicking on the individual recipe shows all the ingredients required.

If you have all the required ingredients, the number of times you can use that recipe is indicated beside the name. To make an item, click on the recipe to highlight it, input the number desired, and click Create. Your character automatically cycles through all of the creations in the queue, and you get any points gained in the process.

CRAFTING PROFESSIONS

Alchemy

Alchemists use herbs and oils to create potions, elixirs, and flasks with such effects as healing, mana regeneration, invisibility, speed, and increased stats. The earliest focus in this profession is on potions that restore health and mana.

Blacksmithing

Blacksmithing uses metal bars to create weaponry and both mail and plate armor. Blacksmiths need a Blacksmithing Hammer (or any object that functions as one) and access to an anvil to create items. Many merchants have crafting items, and any of these will sell your character a Blacksmithing Hammer for a trivial amount of money. Anvils are found in most towns and in all cities.

Enchanting

Enchanting uses magic recipes to permanently enhance armor and weapons with improvements such as increased stats or resistance to magic. Enchantments require magical ingredients that result from Disenchanting other items. This is a rare case where a crafting profession is also its own gathering profession.

Enchanting is a difficult profession for a new player to skill up easily. Guilds often offer the support a person needs to become a higher level Enchanter without crippling themselves financially. Tailoring is a good profession to take in addition to Enchanting, as it doesn't require a gathering profession to make its goods, and the items made can then be Disenchanted.

Engineering

Engineering uses metal and stones to create a variety of useful and fun items, such as goggles, explosives, ranged weapon scopes, bombs, and mechanical animals. Creating different items with Engineering requires a handful of tools, most of which are created by the Engineer.

Engineering is helpful for dedicated solo and PvP characters. Most professions won't make or break you in a fight, but being able to use decent explosives is another way to stun enemies and damage them. Anything like this is a big boost when fighting on your own.

Inscription

Scribes create glyphs, scrolls, cards, and other paper and book items. Glyphs are class-specific recipes that enhance characters' abilities. At beginning levels, scribes need a Virtuoso Inking Set, herbs, and parchments. To create inks, scribes automatically learn Milling, which turns herbs into inks.

Jewelcrafting

Jewelcrafting is the art of creating beautiful and powerful jewelry from metals and gems. There are a number of nifty recipes that are only meant to be used when a Jewelcrafter makes the items for themselves.

At higher levels of Jewelcrafting, you create gems that are slotted into higher-tier equipment. Anything that has red, yellow, blue, or meta slots is an indication that there are empty spaces for gems. Jewelcrafters take gems found with metal veins or gained through Prospecting and cut them into finished items that convey various bonuses.

Leatherworking

Leatherworking uses hides and skins to create leather armor, armor kits, and a few other items. Many early Leatherworking items require you to purchase materials from Trade vendors, but you won't need to worry about any required tools for making items.

Tailoring

Tailoring is the weaving and sewing of cloth into armor, shirts, bags, and other items. Cloth is available only as loot drops from humanoid enemies. Some items require silks, which are loot drops from spiders.

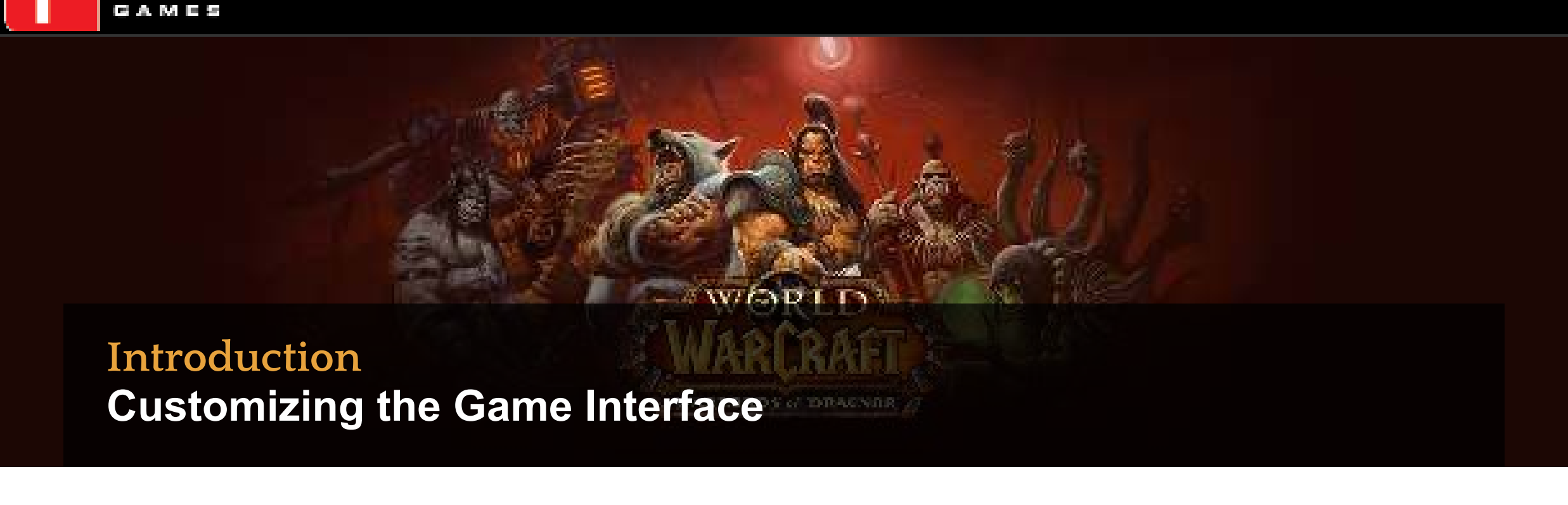
GATHERING PROFESSIONS

Herbalism

Herbalism is the harvesting of herbs from plants. Herbs also occasionally drop from enemies, and some enemies can be harvested once they are killed (usually ones that are affiliated with nature).

Mining

Mining is the collection of minerals and ore from natural deposits. Mining is simple and inexpensive, as the only tool required is a Mining Pick (there are a few weapons that also serve as a mining pick, so read their descriptions carefully). Metal is most often found in hilly or mountainous regions.



Introduction

Customizing the Game Interface

After playing the game for a while, you may want to adjust some of the options in the game interface to make certain functions faster or more convenient.

The World of Warcraft interface is highly adjustable, so this chapter doesn't try to cover every way in which you can customize the game. Instead, it lists some commonly used options that may be helpful to new players.

USING AUTO LOOT

Instead of manually clicking on every piece of loot to send it to your backpack, you can auto loot your corpses, which is much faster:

1. Press Esc to open the Options menu.

2. Click Interface, and click Controls.

3. Change the Auto Loot options as you see fit.

4. Click Okay when you're done.

In the Auto Loot options, you have several choices. If you check Auto Loot, you only need to right-click to automatically send all loot to your backpack. The other options are better if you'd like to peruse loot more thoroughly before grabbing it.

OPEN & CLOSE BAGS QUICKLY

b = Open all bags simultaneously

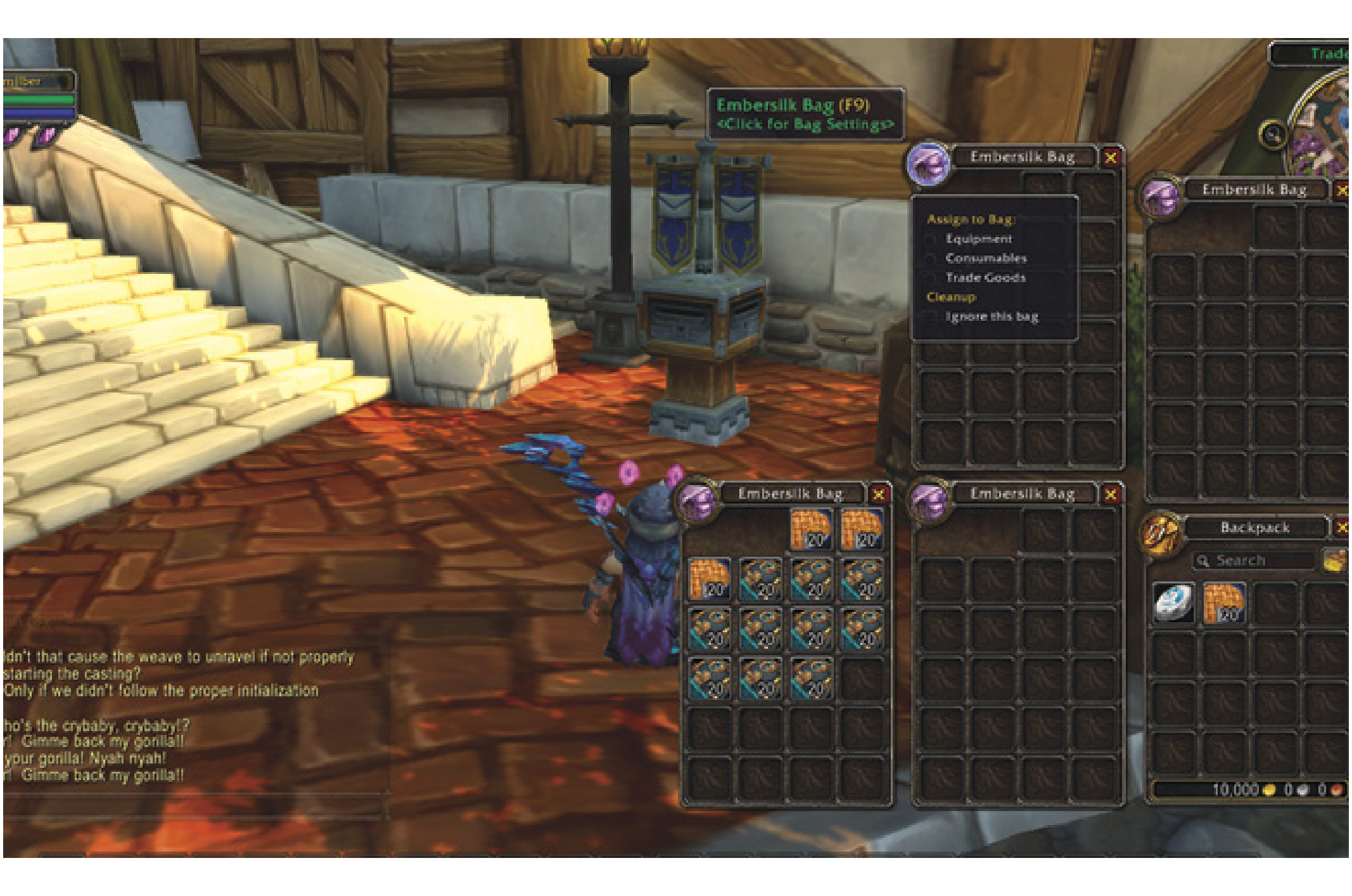
Shift+B = Close all bags simultaneously

F12 = Open backpack

F8, F9, F10, F11 = Open other bags individually

ASSIGN LOOT TYPES TO BAGS

Your backpack now has a Clean Up button that moves your inventory between your bags. Open a bag and click on the icon in the top-left. You can assign a bag to one of three categories and that bag will favor a certain type of item when looting or using the Clean Up button. Note that vendor trash, even when it's armor and weapons, is not considered equipment and generally falls to your backpack.



CHANGE THE RESOLUTION OF WOW

1. Press Esc to open the Options Menu.

2. Click System.

3. Select Graphics.

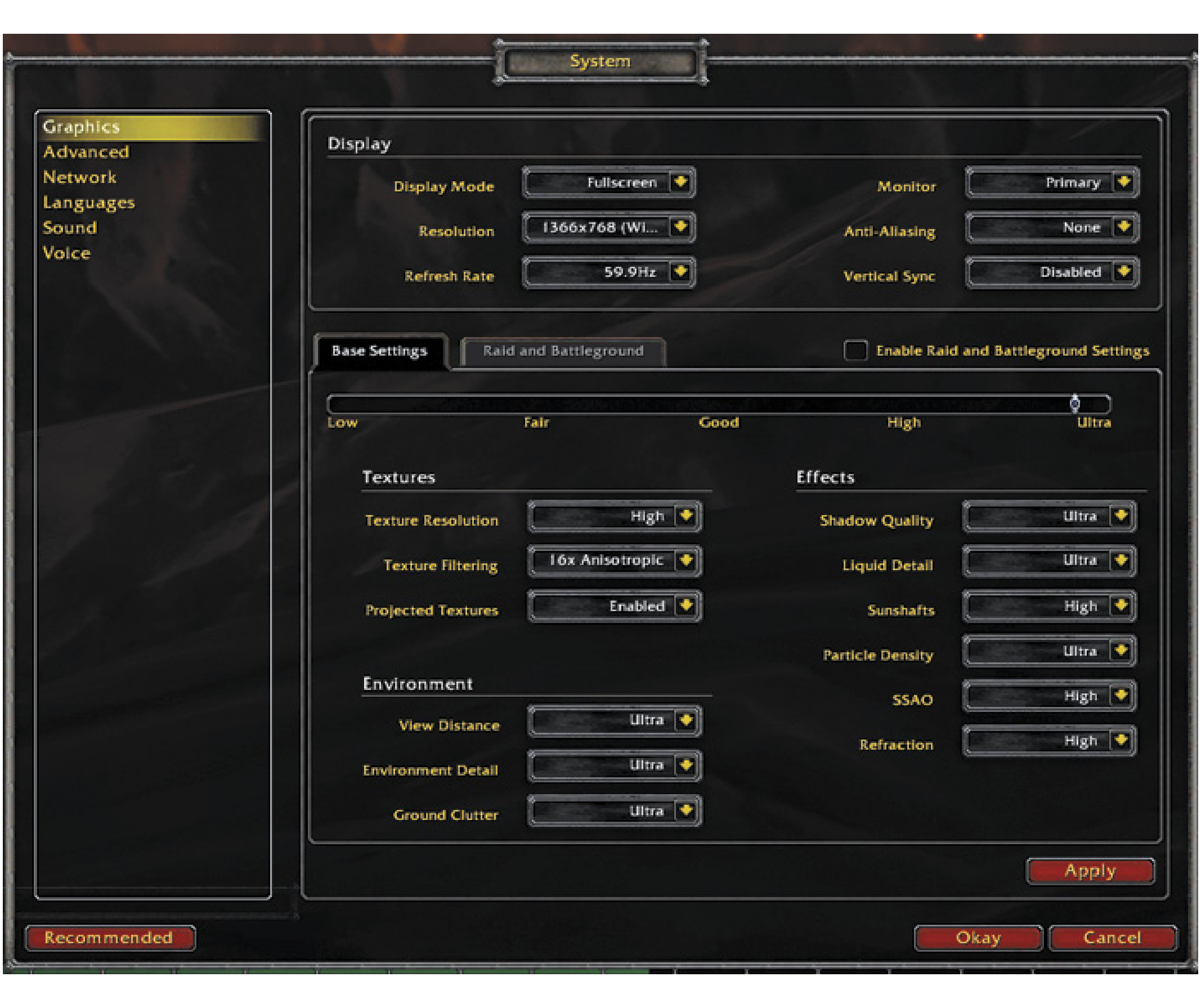
4. Under the Resolution pull-down, click the correct option for your monitor.

5. Click Okay.

If the game isn't running quickly enough for your tastes, this is the single fastest way to improve the situation. Lower your resolution and see if that helps.

There are also many other graphical options as well. Try changing these to make the game faster or more attractive. If you don't know what everything else does, play around with the Overall Quality specifically until you have speeds that suit your interests.

When in doubt, speed is better than graphical quality. Jitters, poor frame rates, and other problems with speed are insidious. They can ruin your gaming experience without it even being obvious that they are at fault.



Display Mode: Fullscreen
Resolution: 1366x768 (Wi...
Refresh Rate: 59.9Hz
Monitor: Primary
Anti-Aliasing: None
Vertical Sync: Disabled
Texture Resolution: High
Texture Filtering: 16x Anisotropic
Projected Textures: Enabled
View Distance: Ultra
Environment Detail: Ultra
Ground Clutter: Ultra
Shadow Quality: Ultra
Liquid Detail: Ultra
Sunshafts: High
Particle Density: Ultra
SSAO: High
Refraction: High

TURN OFF BEGINNER TUTORIALS

1. Press Esc to open the Options menu.

2. Click Interface, and click Help.

3. Unclick Tutorials.

4. Click Okay.

This kills the pop-ups that dominate the early experience with the game. You can turn these off if you feel comfortable with World of Warcraft.

If the pop-ups are something you want and that you'd like to see again, you can reset them here, and the game will act like you're coming back for the first time.

ACCESS ACTION BARS

Shift+1 = Action Bar 1

Shift+2 = Action Bar 2

Shift+3 = Action Bar 3

Shift+4 = Action Bar 4

Shift+5 = Action Bar 5

Shift+6 = Action Bar 6

Once you know where your actions are located, this is much faster than switching through multiple Action Bars to get where you need. Jumping from bar 1 to bar 5 is just as easy to going from 1 to 2! In addition, keyboard shortcuts are almost always superior to using mouse commands on the interface.

DISPLAY ACTION BARS

Instead of accessing other Action Bars by pressing Shift+2, Shift+3, Shift+4, Shift+5, and Shift+6, you can permanently display other Action Bars on your screen:

1. Press Esc to open the Options menu.

2. Click Interface, and click ActionBars.

3. You have the option to display as many as four additional Action Bars in different places on the screen.

4. Click Okay.

Right Bar corresponds to Action Bar 3.

Right Bar 2 corresponds to Action Bar 4.

Bottom-Right Bar corresponds to Action Bar 5.

Bottom-Left Bar corresponds to Action Bar 6.

Your screen might seem more cluttered at first, but you'll soon find that it's a gift from the heavens. Having all of your abilities on the screen at all times ensures that you know how all of your cooldowns are going! It's also wonderful for crafting; you can set your profession abilities off to one side, away from your regular combat abilities, but still have access to them when needed.

LOCK ACTION BARS

This prevents you from accidentally dragging an icon out of an Action Bar:

1. Press Esc to open the Options menu.

2. Click Interface, and click ActionBars.

3. Check Lock ActionBars.

4. Click Okay.

When you want to reconfigure your Action Bars, uncheck Lock Action Bars. If you're interested in playing a caster, or if you are truly uncomfortable with keyboard hotkeys, this is essential. It keeps you from accidentally removing your ability instead of using it!

Note that if you want to move a single ability, hold Shift while clicking on the icon you want to move. If you drop it into a spot which already has an icon, click that location but continue to hold Shift. You automatically pick up the now displaced icon and can place it elsewhere. This will be on by default, but you may need to change it or confirm that it's on.

AUTO SELF CAST

By selecting this, you tell the game to cast positive spells on your character unless you have another, allied character targeted first. Thus, you can heal yourself during a fight without having to stop and select yourself, and then cast the spell, or cast the spell and hit F1. This way is faster than either of those alternatives.

1. Press Esc to open the Options Menu.

2. Click Interface, and click Combat.

3. Check Auto Self Cast.

4. Click Okay.

This defaults to on, but when grouping, you may want to turn this option off to avoid mistakes. The Self Cast Key defaults to Alt, but can be changed to Ctrl or Shift.

DISPLAY CAST BARS FOR TARGETS

This option shows the channeling bars for enemy casters. Watching this may help you interrupt their timed spells (although if you see a gray shield on the cast bar, you can't interrupt the spell). The bars let you see when to use your interruption abilities. Time those attacks so the enemies waste effort on a spell only to have it countered at the last possible moment. This is toggled on by default.

1. Press Esc to open the Options Menu.

2. Click Interface, and click Combat.

3. Check Cast Bars On Targets.

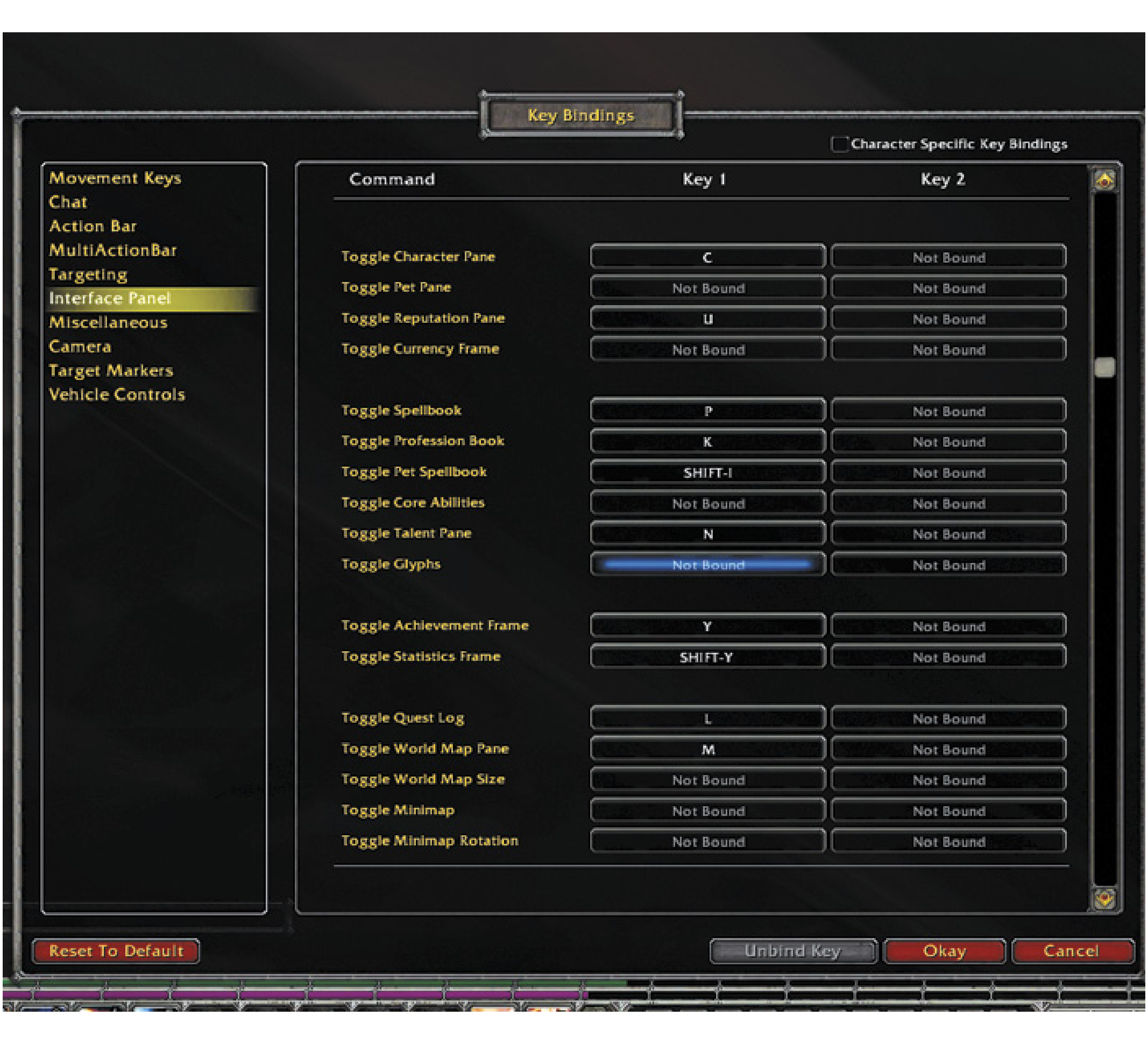
4. Click Okay.

CUSTOMIZE CHAT LOGS

There are many tiny changes you can make to the way your chat system presents information. Right-click on your chat window's tabs to begin this process. You can change the font size. You can define which colors appear from any information source. You can also change the background color and intensity of the window itself. This is extremely useful for people who have trouble reading the text; darken the window to make it clearer instead of needing to highlight it when you want to read.

Play around with this system as much as you want. You can't really break anything. If the windows end up being too strange, simply "reset" them from the same menu and they're back where they started.

COMBAT TEXT OPTIONS



Command	Key 1	Key 2
Toggle Character Pane	C	Not Bound
Toggle Pet Pane	Not Bound	Not Bound
Toggle Reputation Pane	U	Not Bound
Toggle Currency Frame	Not Bound	Not Bound
Toggle Spellbook	P	Not Bound
Toggle Profession Book	K	Not Bound
Toggle Pet Spellbook	SHIFT-I	Not Bound
Toggle Core Abilities	Not Bound	Not Bound
Toggle Talent Pane	N	Not Bound
Toggle Glyphs	Not Bound	Not Bound
Toggle Achievement Frame	Y	Not Bound
Toggle Statistics Frame	SHIFT-Y	Not Bound
Toggle Quest Log	L	Not Bound
Toggle World Map Pane	M	Not Bound
Toggle World Map Size	Not Bound	Not Bound
Toggle Minimap	Not Bound	Not Bound
Toggle Minimap Rotation	Not Bound	Not Bound

You can change the Combat Text options so that you see more on-screen text showing what's happening during combat:

1. Press Esc to open the Options Menu.

2. Click Interface, and click Floating Combat Text.

3. Check Damage to see the damage you deal, and check any other options you wish to see during combat.

4. Click Okay.

Spell Alerts is a good reminder for new players of when specific spells are ready. You may need to experiment to see which items help you and which get in your way.

USING KEY BINDINGS

The Key Bindings option serves two purposes: a reminder of shortcut keys already in the game, and mapping your own shortcuts keys.

1. Press Esc to open the Options Menu.

2. Click Key Bindings. A window opens, indicating all the keys that already have shortcuts listed in white.

3. To set up a new shortcut, click the Command you want tied to a specific key. For example, the Talent Pane has a keyboard shortcut ("n"), but the Glyphs Pane does not. Scroll down to Interface Panel Functions, and click Toggle Glyphs.

4. Choose the key you want to bind it to. If that key is already bound, like G is, a red notification appears at the bottom of the menu. You can always reset the Key Bindings to default if needed.

5. Click Okay.

These bindings aren't limited to your keyboard! You can assign functions to your mouse or other input devices as well.

OTHER SHORTCUTS

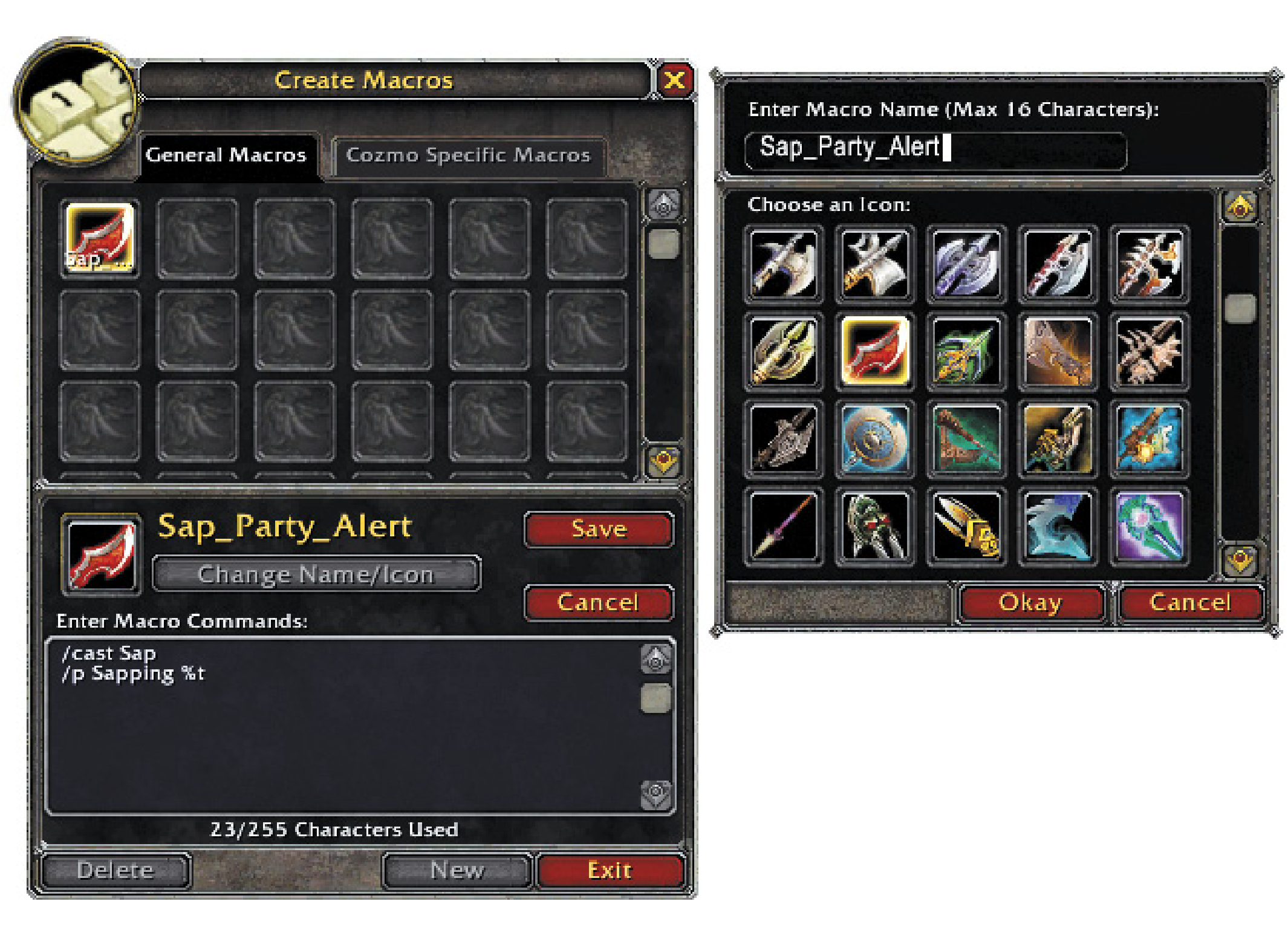
Command	Effect
Press X	Sit or stand
Press Z	Unsheathe or sheathe your weapon(s)
Shift+P	Open window for all mounts and pets
Press V	Show red nameplate and health bar directly over your target in combat
Right-click a buff	Remove any positive buff on self
Shift+I	Open pet's spellbook
Esc	Close an open window
Alt+Z	Turn off game interface
PrintScreen	Capture screenshot (screenshots are automatically saved in the World of Warcraft/Screenshots directory)

MACROS

The base game already has many options to consider, but you might want even more once you understand everything. The macro system is in place to help you find the perfect WoW experience.

Macros let you trigger abilities in a more complex manner. You have access to any command in the game through this, and you can even chain multiple commands together. This system is found inside your Options menu. Hit the Escape key and select Macros to see what it's all about.

MAKING A MACRO



Sap_Party_Alert

Enter Macro Commands:

```
/cast Sap
/p Sapping %t
```

Enter Macro Name (Max 16 Characters): Sap_Party_Alert

You can make character-specific macros, or you can make ones that are available to all characters on your account. There are thousands of ideas floating around for good macros; one of the best ways to find these is to hunt around class message boards and see what other people have made.

You can also fool around on your own. Click New, select an icon for your macro along with a name for it, and then type in commands. When you're done, drag the macro onto a valid Action Bar slot, and then you can use the macro like any normal ability.

Standard slash commands work just fine in macros. For example: /say /party /dance /flirt

However, you can also use commands that you wouldn't normally type in. /cast is the most common one. This lets you trigger abilities through the macro system!

Think of the uses for this! Imagine that you're a Rogue that is about to Sap a target. You want everyone in the group to know that you're doing this. Try the following macro:

/cast sap

/p Sapping %t

This macro uses Sap on the currently selected target. It then displays that you are Sapping the monster for your group (along with the actual name of that monster).

To avoid having to type in ability names, open your Spellbook and Shift + left-click the ability while your macro is open. This automatically fills in the /cast part of the macro with the ability in question. It's that easy.

You might wonder, "Will this work with items too?"

Try it! Shift-click an item in your backpack or bags while the macro system is open. The command that appears is /use, but, yes, this works just like the cast system. You can have a macro trigger your goodies, as long as you have them in your possession when you use the macro.

This is only the tip of the iceberg with macros. Start searching and you're bound to find a wealth of awesome ideas that are specific to your class or playstyle.

WORLD
WARCRAFT
WARLORDS of DRAENOR

Introduction

Just for Fun

This chapter lists many of the “extras” that you can do in World of Warcraft. Some of these activities earn in-game rewards, but most are for fun and socializing.

GET A HAIRCUT

Several major cities offer Barbershop services. All races and genders have a makeover option for a small fee. Many features can be changed, including face, hair color, hairstyle, facial hair, horns, piercings, tattoos, and undead parts.

SOCIALIZE

There are always other players with whom you can chat, exchange items, inspect their gear, or check out their pets and mounts.

USE TRAINING DUMMIES

Training dummies are mechanical NPCs for use in target practice. Training dummies of different levels are in all major cities.

SEND PEOPLE GIFTS

If you want to remember a friend’s birthday or send a player a Thank You gift, here are some fun items to purchase:

- **Fireworks in Ironforge**
- **Wine & Flowers in Stormwind**
- **Flowers in Thunder Bluff**

COMPANION PETS & PET BATTLES

Companion pets, as opposed to Hunter pets, are available to all classes in the game. For the most part, companion pets have no effect on gameplay, but Pet Battles were added in the Mists of Pandaria expansion.

By going to a Battle Pet Trainer, you can learn how to pit your pets against others’ pets, or face wild pets. Achievements are earned as you collect more pets and win more battles. There are a variety of ways to collect companion pets: purchasing them outright; gaining them as quest rewards; and capturing wild pets after weakening them in a fight. Some professions are capable of creating pets, and you can find more companions by completing Achievements, or by searching for enemies that drop pets on rare occasions.

The following tables show the pets available for purchase throughout the worlds of Azeroth and Draenor.

Common Horde Pets

Pet	Location
Cockroach	Undercity
Snakes	Orgrimmar
Prairie Dog	Thunder Bluff
Dragonhawk Hatchling	Eversong Woods, Fairbreeze Village

Common Alliance Pets

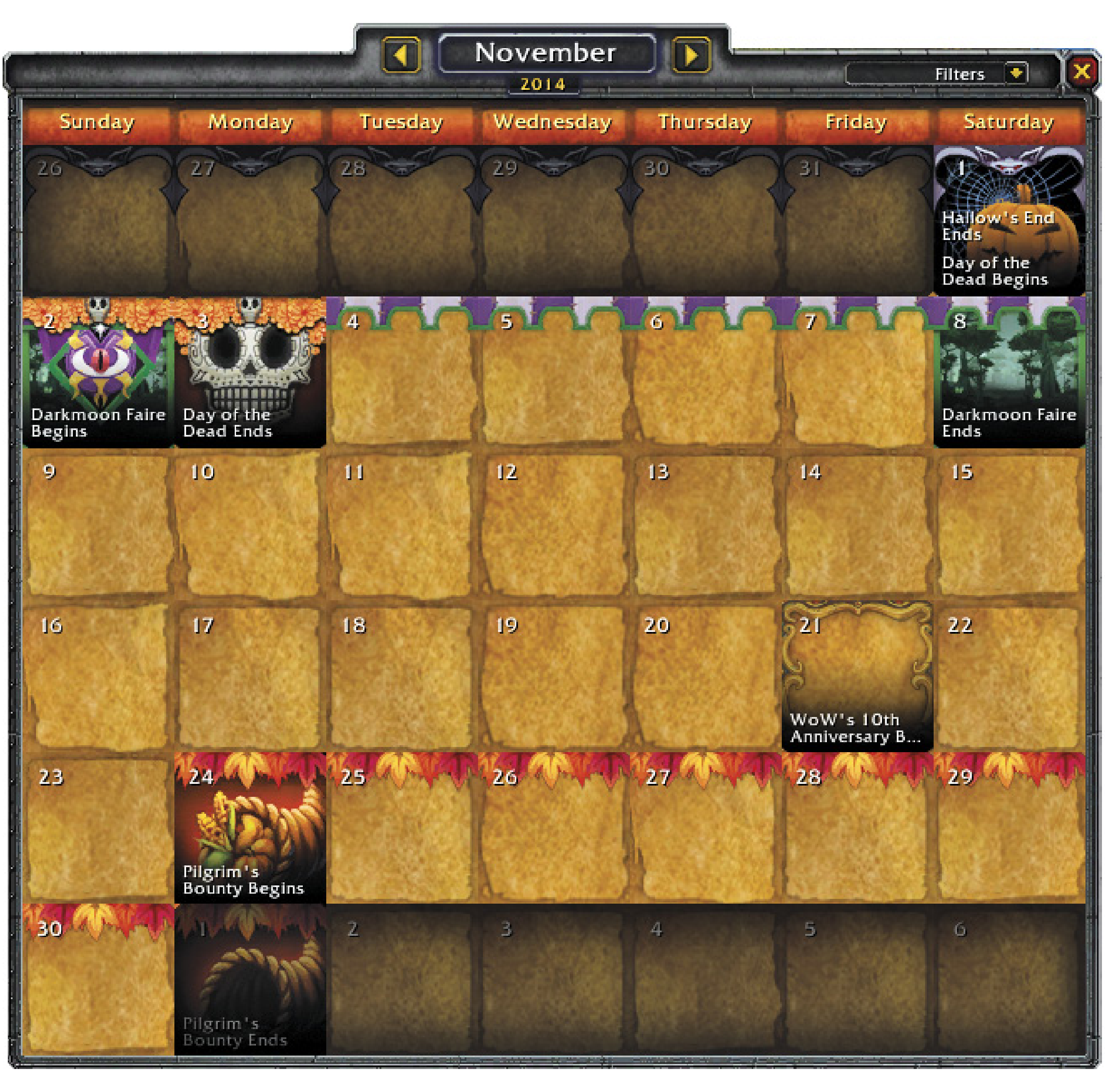
Pet	Location
Cats	Elwynn Forest, Southeast of Stormwind
Snowshoe Rabbit	Dun Morogh, Amberstill Ranch
Owls	Darnassus
Moths	The Exodar

Other Purchasable Pets

Pet	Location
Frogs	Darkmoon Faire
Birds	Booty Bay, Stranglethorn Vale
Magical Creatures	Stormspire, Netherstorm

CELEBRATE IN-GAME HOLIDAYS

The game offers numerous seasonal holidays with accompanying events, including quests, games, gifts, costumes, and holiday food. Most are week-long holidays that resemble some of our own.



Azeroth Holiday Calendar

JANUARY	NEW YEAR'S DAY
Late Winter	Lunar Festival
February	Love Is in the Air
Spring	Noblegarden
May	Children’s Week
June	Midsummer Fire Festival
September	Harvest Festival
	Pirate’s Day
Fall	Brewfest
October	Hallow’s End
November	Day of the Dead
	Pilgrim’s Bounty
December	Feast of Winter Veil
	New Year’s Eve

ATTEND IN-GAME EVENTS

The Darkmoon Faire opens monthly on its own island. The Darkmoon Faire offers unique vendors, games, and opportunities for prizes. Players can earn Darkmoon tickets by completing a quest or by bringing requested items to the carnival workers.

The Stranglethorn Fishing Extravaganza is a weekly fishing contest in the Stranglethorn region. This is predominantly a group activity for players who have passed level 30. When you reach Northrend around level 80, there’s another fishing contest run by the Kalu’ak.

The Gurubashi Arena Booty Run is a free-for-all battle experience in Stranglethorn Vale. Go to the arena every three hours when the call goes out throughout the zone. Everyone who attends is flagged for PvP, and the winner gets a prize.

GO FISHING

You can fish nearly anywhere in the game, depending on your fishing skill. Even the most unlikely bodies of water can yield fish and help increase your skill level. Even fishing in low-level areas eventually increases your skill.

Bait and lures are available from Trade Supply vendors all over Azeroth. Fishing Trainers have lures, but they may also have better Fishing Poles that increase your skill further.

HUNT FOR ACHIEVEMENTS

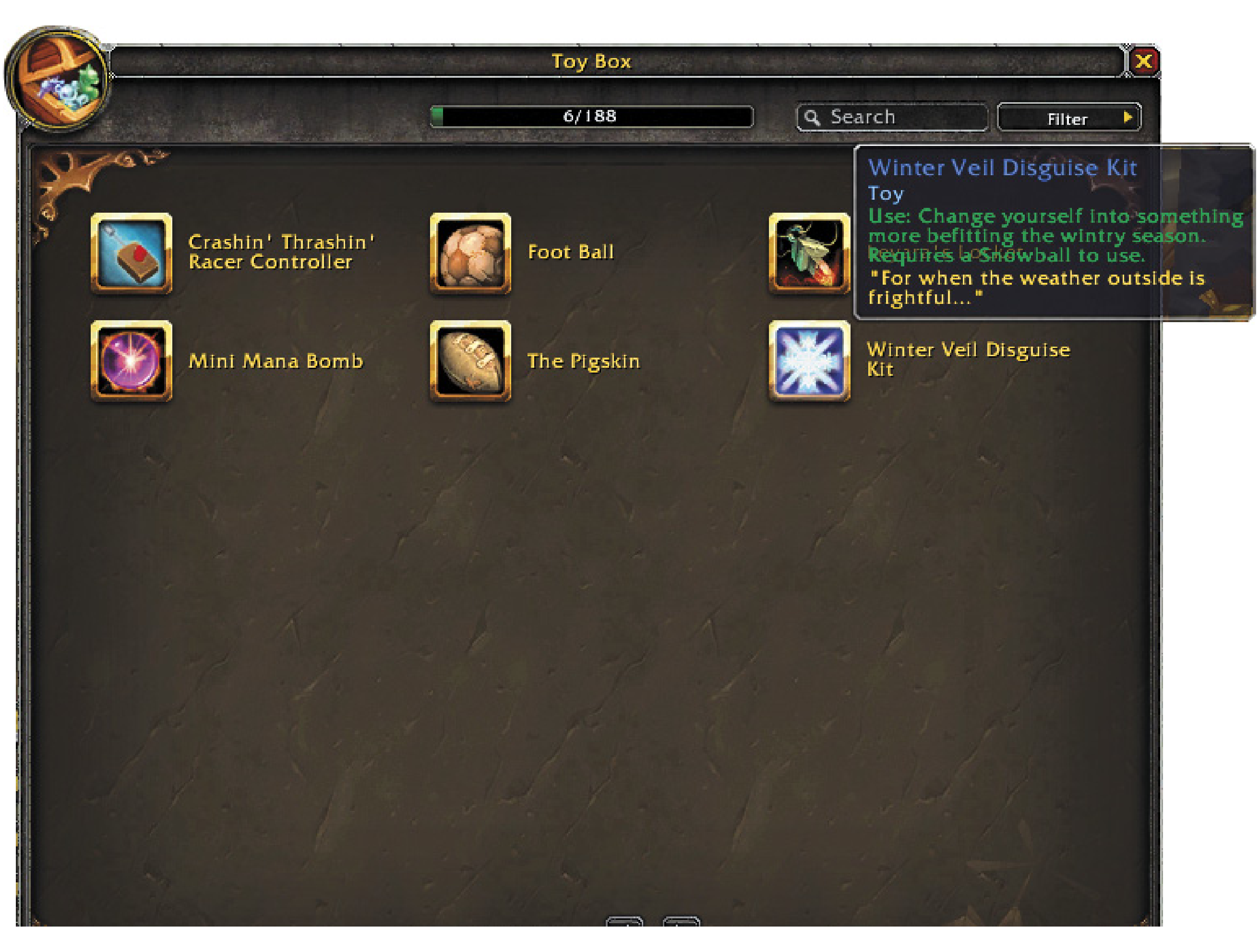
Achievement hunting is incredibly addictive, especially for a certain type of player. There are people who look through the list each day, pick out a few things to try for, and make it all happen.

And why not? You don’t need to wait for the level cap to do this. Sometimes it seems strange to invest time in something that doesn’t improve the strength of your character, but is that really important? You can level whenever you want, and it doesn’t take that long to hit the cap. Instead, the happiest people seem to be those who set their own goals and have a great time meeting them.

Try this out. You too could become an achievement hunter.

BUILD YOUR TOY COLLECTION

The Toy Box tab of your Collectibles window displays the items that have playful uses. Some items are created via professions, while others come from completing quests, or defeating certain enemies. Mouse over individual items to learn more about them.

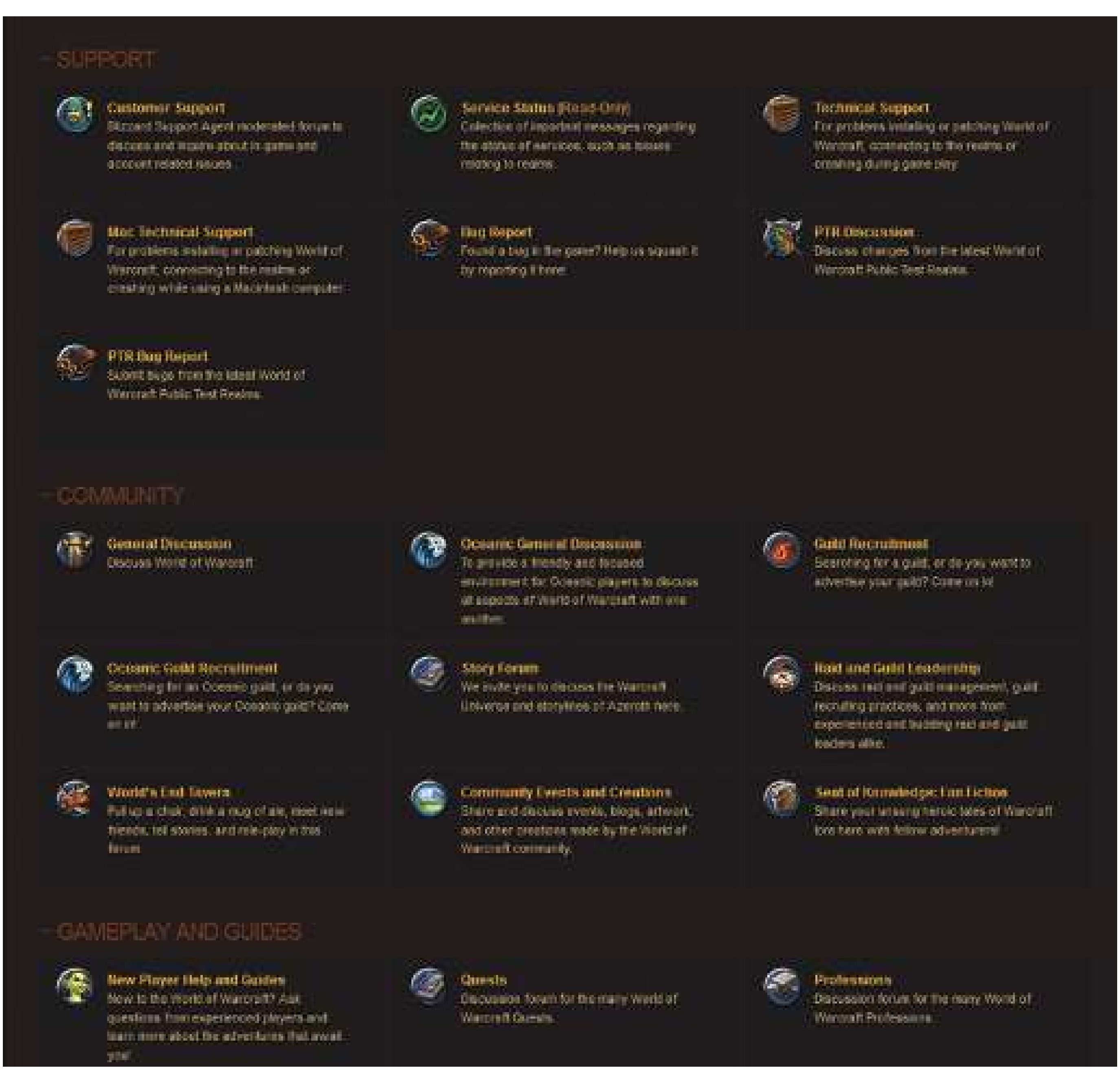


Winter Veil Disguise Kit
Toy
Use: Change yourself into something more befitting the wintry season.
Requires a Snowball to use.
"For when the weather outside is frightful..."

Introduction

Online Resources

If you're looking for more help, or want to know how to restrict certain aspects of the game so your children can play, try the main website for World of Warcraft (us.battle.net/wow). From the home page, you can choose to visit its many community forums, manage your account (including setting Parental Controls), and get news updates relevant to the game in its current state and what the World of Warcraft team is working on for future patches and expansions.



SUPPORT

Customer Support
Blizzard Support Agent moderated forum to discuss and inquire about in-game and account related issues.

Service Status (Read-Only)
Collection of important messages regarding the status of services, such as issues relating to realms.

Technical Support
For problems installing or patching World of Warcraft, connecting to the realms or crashing during game play.

Mac Technical Support
For problems installing or patching World of Warcraft, connecting to the realms or crashing while using a Macintosh computer.

Bug Report
Found a bug in the game? Help us squash it by reporting it here.

PTR Discussion
Discuss changes from the latest World of Warcraft Public Test Realms.

PTR Bug Report
Submit bugs from the latest World of Warcraft Public Test Realms.

COMMUNITY

General Discussion
Discuss World of Warcraft

Oceanic General Discussion
To provide a friendly and focused environment for Oceanic players to discuss all aspects of World of Warcraft with one another.

Guild Recruitment
Searching for a guild, or do you want to advertise your guild? Come on in!

Oceanic Guild Recruitment
Searching for an Oceanic guild, or do you want to advertise your Oceanic guild? Come on in!

Story Forum
We invite you to discuss the Warcraft Universe and storylines of Azeroth here.

Raid and Guild Leadership
Discuss raid and guild management, guild recruiting practices, and more from experienced and budding raid and guild leaders alike.

World's End Tavern
Pull up a chair, drink a mug of ale, meet new friends, tell stories, and role-play in this forum.

Community Events and Creations
Share and discuss events, blogs, artwork, and other creations made by the World of Warcraft community.

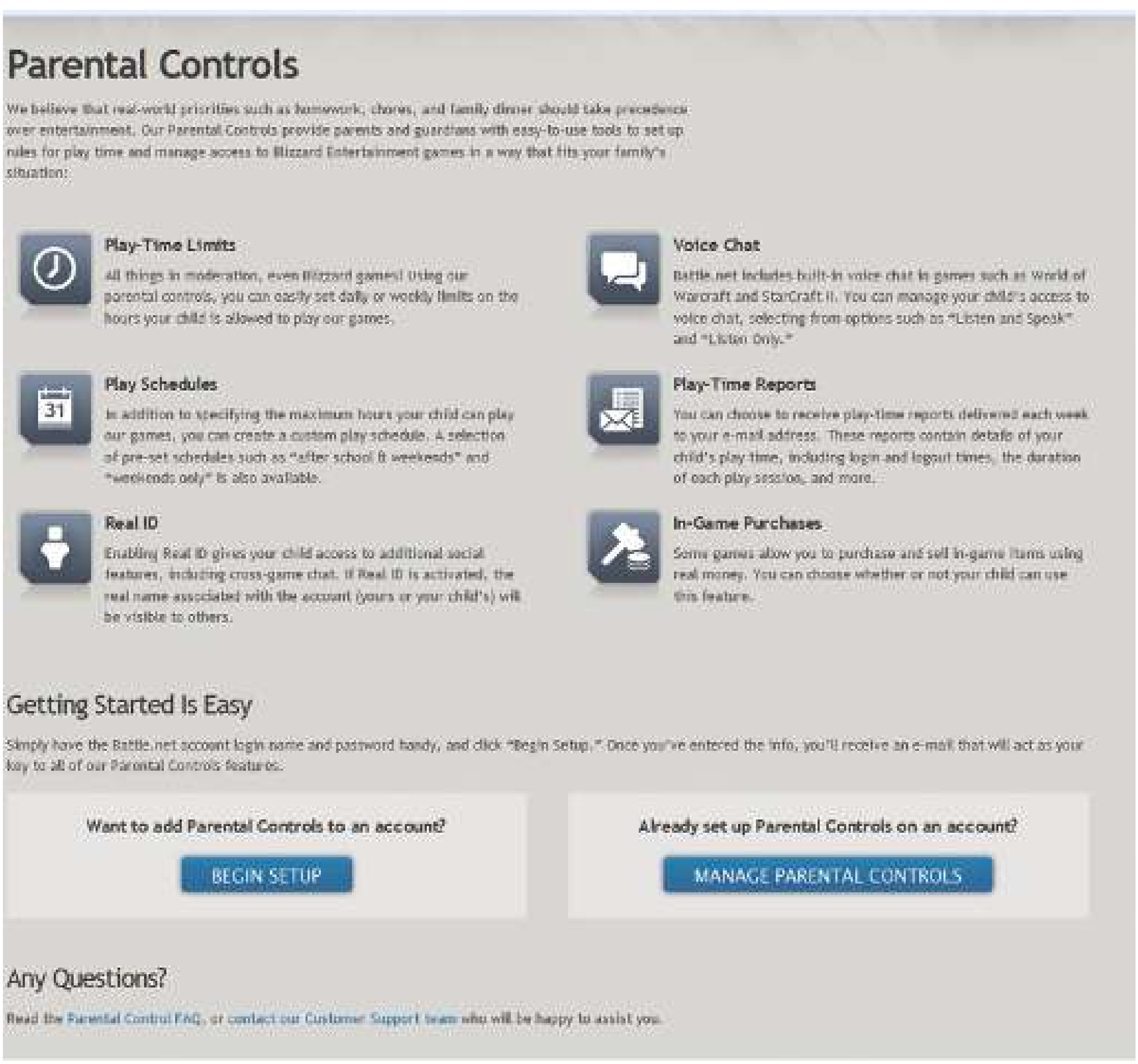
Seat of Knowledge: Fan Fiction
Share your amazing heroic tales of Warcraft lore here with fellow adventurers!

GAMEPLAY AND GUIDES

New Player Help and Guides
New to the World of Warcraft? Ask questions from experienced players and learn more about the adventures that await you!

Quests
Discussion forum for the many World of Warcraft Quests.

Professions
Discussion forum for the many World of Warcraft Professions.



Parental Controls

We believe that real-world priorities such as homework, chores, and family dinner should take precedence over entertainment. Our Parental Controls provide parents and guardians with easy-to-use tools to set up rules for play time and manage access to Blizzard Entertainment games in a way that fits your family's situation:

Play-Time Limits
All things in moderation, even Blizzard games! Using our parental controls, you can easily set daily or weekly limits on the hours your child is allowed to play our games.

Voice Chat
Battle.net includes built-in voice chat in games such as World of Warcraft and StarCraft II. You can manage your child's access to voice chat, selecting from options such as "Listen and Speak" and "Listen Only."

Play Schedules
In addition to specifying the maximum hours your child can play our games, you can create a custom play schedule. A selection of pre-set schedules such as "after school & weekends" and "weekends only" is also available.

Play-Time Reports
You can choose to receive play-time reports delivered each week to your e-mail address. These reports contain details of your child's play time, including login and logout times, the duration of each play session, and more.

Real ID
Enabling Real ID gives your child access to additional social features, including cross-game chat. If Real ID is activated, the real name associated with the account (yours or your child's) will be visible to others.

In-Game Purchases
Some games allow you to purchase and sell in-game items using real money. You can choose whether or not your child can use this feature.

Getting Started Is Easy

Simply have the Battle.net account login name and password handy, and click "Begin Setup." Once you've entered the info, you'll receive an e-mail that will act as your key to all of our Parental Controls features.

Want to add Parental Controls to an account?

Already set up Parental Controls on an account?

Any Questions?

Read the Parental Control FAQ, or contact our Customer Support team who will be happy to assist you.

COMMUNITY FORUMS

Forums are online bulletin boards where players can ask questions, brag, help other players, and read updates from Blizzard staffers. Using forums is like mining for gold: There's plenty of valuable information in forums, but you must wade through many random topics to find it.

Some of the most helpful forums for new players are Class, Realm, Profession Discussion, and Quest Discussion. With some patience, you should find a great deal of assistance.

REMOTE AUCTION HOUSE

If you have fun "playing the Auction House," you can now access your realm's Auction House from your web browser or mobile device. Anyone can browse the Auction House for free, or subscribe to the premium service which allows you to bid on and buy out auctions with real-time results, create auctions from items in your bags, bank, or mailbox, and collect gold earned in your auctions.

PARENTAL CONTROLS

Blizzard Entertainment believes that real-world priorities such as homework, chores, and family dinner should take precedence over entertainment. Their Parental Controls provide parents and guardians with easy-to-use tools to set up rules for World of Warcraft play time and manage access to Blizzard Entertainment games in a way that fits your family's situation.

You can set Play-Time Limits, a schedule, and even have weekly reports sent to your e-mail account that provide information about the times your child was playing the game, and much more. All these options are found on the battle.net website (www.battle.net) under your Account Settings.

BATTLENET
64458032

AUTHENTICATOR

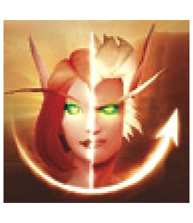
If you're worried about your account being compromised, Blizzard offers another layer of protection from unauthorized access. A Blizzard Authenticator is an additional layer of security for your Battle.net account. There are multiple types of Authenticators, but they all provide the same security. The Battle.net Authenticator provides you with a unique code that is constantly changing in addition to your regular password. For more information, check the Account Security section in the Services section on the World of Warcraft website.

CHARACTER SERVICES

If you want to change something about your character (and a trip to a barber in one of the major cities won't do the trick), Blizzard offers other options. Before deciding to use any of the following services, read the helpful FAQs on Blizzard's website for more information.

PAID AND FREE SERVICES

Each Character Service has a cost associated with it. For more information about fees, visit us.battle.net/wow. There are also Free Services, including Recruit-A-Friend, which includes potential rewards for you and a friend.



Appearance Change

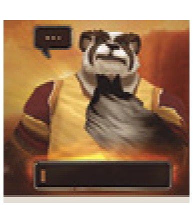
Appearance Change, or Character Re-Customization, is an option inherent in Faction and Race Changes. But if you want to change your character model or gender (remember, you can change your character's look with a visit to the barber shop!) without changing your character's race, select Appearance Change. This service lets you change your character's gender, face, hair and skin color, hairstyle, name, and other cosmetic features determined by their race and gender combination.

Character Transfer

There are two types of character transfers. If you start on one realm but find friends playing on another realm, you have the option to transfer a character to the other realm. In rare instances, usually when a realm's population grows too large, you may be able to transfer a character at no charge. The second type of character transfer involves a move between World of Warcraft accounts. There are many restrictions for this type of transfer.

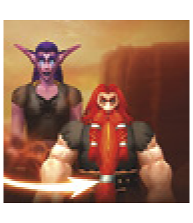
Faction Change

If you want to see what life is like on the other side, you can change your character's faction from Horde to Alliance, or Alliance to Horde. As a part of the Faction Change, you must select a new race and customize your character's look.



Name Change

Changing your character's name is an option included in some of the other services. But if your character's name is the only thing you wish to change, this service is the one to choose.



Race Change

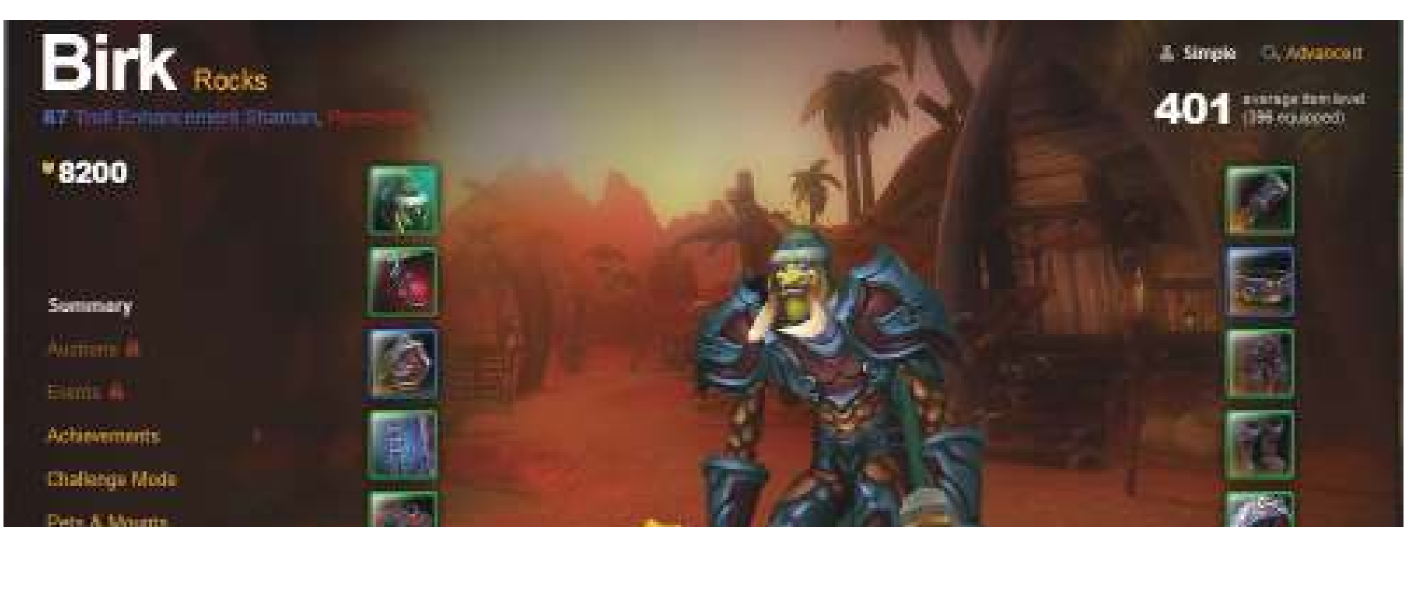
If you want to try out a new race that is part of your current faction, select the Race Change option. The full range of customization options offered by the Character Re-Customization service is included as well.

THE BLIZZARD STORE

The Blizzard Store sells a few items that appear in World of Warcraft. Currently, you can buy a number of vanity pets, and mounts including the Celestial Steed, Winged Guardian, and Heart of the Aspects.

ARMORY

The World of Warcraft Armory is a great way to learn more about improving your character. You can look up any active characters on the Armory and see what equipment they use, how they spend their talent points, where you can find upgrades for your gear, and so on. Visit the Armory at us.battle.net/wow (you can search for characters at the top-right of the page) for more information.



WORLD
WARCRAFT
WARLORDS of DRAENOR

Glossary

The following is a list of important in-game terms and abbreviations. Not all of these are official terms used by Blizzard, but there's a good chance you'll see them used by other players fairly often. You don't need to memorize this list, but it's a handy reference in case you encounter an unfamiliar word or phrase

A

Add

An extra monster that has joined an existing battle.

Alt

A character on your account other than your main character. A secondary character.

AE Or AoE

Area of Effect. Often used to talk about abilities that damage enemies in groups.

AFK

Away From Keyboard. Used to show that the player isn't at their computer. When you see a character's name preceded by <Away>, that person is not actively playing the game.

Aggro

A monster's aggressive attention. "That Orc is aggroing on you. Look out!"

Aggro Radius

The radius around monsters that determines their aggression. You will be attacked if you step within their aggro radius.

AGI

Agility. A character statistic that controls defensive aspects of play and damage for some classes.

AH

Auction House. A place where items are bought and sold between players.

Avatar

Your character and, thus, your representation in the game.

B

BG

Battleground. This is a place for organized PvP combat.

Buff

A beneficial spell cast on a player or monster.

C

Caster

A character or monster that uses spells, often at range.

Cheese

To exploit an imbalance in the game.

Combat Pets

A creature controlled by a player that assists during combat.

Creep

An older gaming term for a monster.

Critters

Creatures that aren't a threat to a player. These include deer, bunnies, and other fauna that won't aggro on anyone.

Crowd Control (CC)

Any ability that temporarily removes an enemy from a battle. Examples are Sap, Polymorph, and Hex.

D

DD

Direct Damage. This is a spell that does all of its damage in one hit rather than spreading its damage over time.

Debuff

A negative spell cast on a unit that makes it less powerful.

Detaunt

Related to aggro. Abilities of this type throw aggro off of a character and force it onto someone/something else.

DMG

Short for damage.

DoT

Damage Over Time. This often refers to an effect that "ticks" every few seconds, applying damage each time there is a tick.

DPS

Damage Per Second. This is a concept that is used to universally evaluate weapons and spells of different speeds.

E

Elite

Monsters with a gold dragon around their icons are elite; they have more health, greater damage output, and sometimes have special abilities.

Experience (XP/EXP)

A stat that rises from exploring, killing monsters, and completing quests. Each tier of experience grants characters a higher level and, thus, more power.

F

FH

Full Health.

FM

Full Mana.

FTL

For The Lose or For The Loss. An Internet or sports term that implies that a strategy, concept, or action is weak.

FTW

For The Win. This means that something is powerful or useful.

G

Gank

To grossly overpower a target and exploit (or decimate) it. "I was fighting a monster and a level 85 Rogue ganked me."

GG

Good Game. Most often used after a battleground or arena match to thank other players for contributing or when someone is about to log off.

GM

Game Master. Someone employed by Blizzard Entertainment to assist and help players.

Griefer

A person who purposely tries to annoy or anger other players.

Grinding

To repeat any activity to achieve a conclusion through sheer investment of time. "I'll keep fighting these Boars to grind out this level," or "I'm grinding reputation with Orgrimmar."

Group

A team of up to five characters that join together to take on a dungeon or a particularly tricky quest.

H

HP

Hit Points or Health. This is a measure of a character's survivability.

I

Incoming (INC)

This means an attack is imminent.

Instancing

A copy of an area that is only shared by a specific group. The world is not instanced. Dungeons, raids, scenarios, and battlegrounds have many copies. These are instances.

INT

Intellect. A character statistic that controls the amount of mana and efficacy of spells.

K

Kiting

A style of combat in which a player continually stays out of the combat range of an enemy, usually by running away from it, while simultaneously causing damage to it.

KOS

Kill on Sight. Some NPCs rush forward and attack players of a different faction the moment they see them. Example: Alliance guards toward Horde players.

KS

Kill Steal. Attempting to hit a monster and thus ensure that you or your group gets to loot it even though another person/group is about to attack the same target or is already attacking the same target.

L

LFG

Looking For a Group.

LFM

Looking For More. This implies that an existing group has open slots and wants to get more people before starting a quest/dungeon run.

Log

When you log off; disconnect from the game.

LOL

Laughing Out Loud. An Internet term expressing humor.

LOM

Low on Mana. This is a warning from casters that they don't have much healing or damage left to contribute to a fight.

Loot

To take the treasure from a monster that has been killed or from a chest. The term also refers to the treasure gained in this action.

LOS

Line of Sight. Often used as a warning. "Break LOS" means that you should get your character behind cover to avoid a target's attention or attacks.

LVL

Level. A measure of a character's power.

M

MA

Main Assist. A member of a group assigned to select the target for the damage dealers in a group to attack at the same time.

MMORPG

Massive Multiplayer Online Role-Playing Game.

Mob

An old programming acronym of "Mobile Object Block." Mobs are computer-controlled characters (usually monsters) in the game.

Mount

A summoned, rideable creature. Ground mounts are available early in the game and can be ridden around many areas. Flying mounts are gained at higher levels, and they allow players to soar above the world. All of these increase player speed.

MT

Main Tank. A member of a group that protects the others by holding the monster's attention (their "aggro").

N

Named

A special monster that is usually stronger than surrounding monsters, with possible special abilities and item drops.

NBG

Need Before Greed. This is a loot system. With this set, only people that need an item as an upgrade will roll dice to see who gets it.

Nerf

To downgrade, to be made softer, or make less effective.

Newbie

A new player.

Newb/Noob

Short for Newbie, but more often used as a pejorative.

Ninja

To try to loot an item without other players knowing or paying attention. Such actions are considered extremely rude.

NP

No Problem.

NPC

An in-game person that is controlled by the server, such as a quest giver.

O

OOM

Out of Mana. This marks the end of healing or damage output from a caster.

P

Pat

A patrolling monster. This may be issued as a warning that said creature is coming your way. "PAT!"

PC

Player-controlled Character.

Pet

A creature (NPC) controlled by a player such as a Wolf, Infernal, and so on. Non-combat pets, like kittens or penguins, do not affect combat but are instead summoned to add flavor to a character or used in Pet Battles.

PK

Player Kill or a Player Killer. More of a term for open-world PvP interactions.

POP/Repop

Contraction of "Repopulation." This is a warning that monsters are returning to an area after being slain.

Proc

An effect that is randomly triggered from time to time based on another action taken by a character.

PST

Please Send Tell. Indicates that the person wants to hear back regarding a certain sale or issue.

Puller

A character that pulls monsters for the party, controlling the way a battle initiates.

Pulling

The act of heading out, getting aggro from a monster, and bringing the fight back to a party.

PvE

Player vs. Environment. Combat between players and computer-controlled opponents.

PvP

Player vs. Player. Competition between players that can be as small as a duel or as large as 80 or more players.

R

Raid

A congregation of player groups that bands together for extremely challenging content or PvP situations.

Res/Rez

Short for "Resurrect." This refers to any spell or ability that can bring a character back to life. "I need a rez. I went AFK and something killed me."

Respawn

The same as "Pop/Repop." A monster can return to the world after being killed. The act of returning is called respawning. The creature itself may also be referred to as a respawn.

Rest

Characters accrue rested bonus while their player is out of the game. This happens when someone logs their character out while inside an inn or within the boundaries of a city. This adds bonus experience during subsequent play.

Roll

This means that you should roll a random number to determine who has the right to get an item. /roll generates a number between 1 and 100. The highest roll wins something.

Root

To trap a target in place using a spell or ability.

RP

Role Play. To interact with the game and players as though you are your character, as though you are in a theatre performance.

RPing

Role Playing. See "RP."

S

Shard

Disenchant an item, often while in a group. Rare quality items (which most dungeon bosses drop) are turned into shards of different types when disenchanted. Thus, instead of saying, "I'll disenchant this item," players began saying, "If no one wants this item, I can shard it."

SPI

Spirit. A character statistic that influences mana regeneration.

STA

Stamina. A character statstic that determines the health (HP) of a character.

Stack

Stack has a few meanings. In your bags, some identical items can be placed (stacked) in a single inventory slot to conserve space. In boss encounters, players often group up (stack) on a single spot during a special attack from a boss.

STR

Strength. A character statistic that influences damage for many melee characters.

T

Tank

A character that takes damage and holds monsters' attention to protect others.

Tap

The first point of damage a monster takes locks its future loot to the character that dealt said damage. This act is called tapping. Creatures that are tapped have their bars go gray so other people know not to mess with them.

Taunt

Related to aggro. Abilities of this type pull aggro off of a target and bring it back to a tank.

Threat

This measures how much a monster wants to kill each member of a group engaged in a fight. The person with the highest threat usually keeps the monster's aggro.

Train

Visiting your class trainer to learn new abilities.

Twink

A low-level character with the absolutely best gear, often because of guild assistance or money/gear sent down by a higher-level character played by the same person.

TY

Thank You.

U

Uber

German slang for "super." This is a common gamer term for something that is impressive.

V

Vendor Trash

An item that only a vendor/merchant would buy.

W

WoW

World of Warcraft.

WTB

Want to Buy. Shorthand for saying that someone is looking to purchase something, often listing their intentions afterward.

WTS

Want to Sell. Shorthand for saying that someone has something to sell, often listing their goods afterward.

Y

YW

You're Welcome.

WORLD OF WARCRAFT WARLORDS OF DRAENOR

Introduction

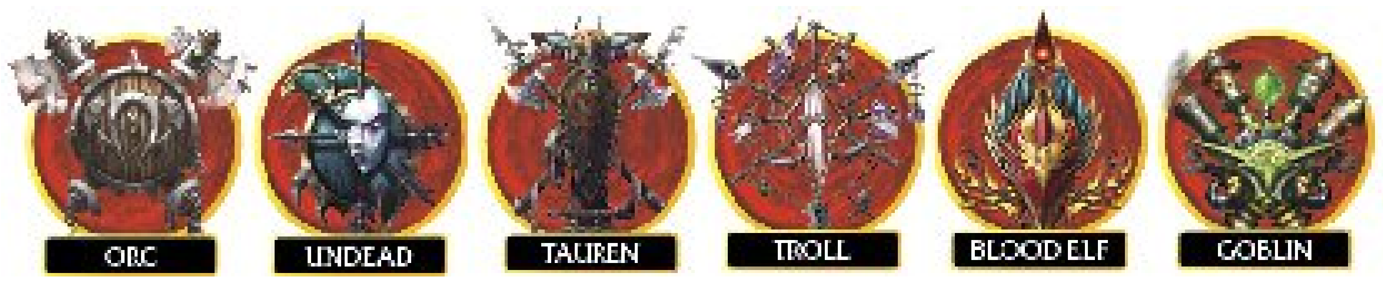
Choosing Your Character's Race

There are 13 races in the game: six for the Alliance, six for the Horde, and one race that can choose either side. Keep in mind that each race has limitations on available classes.

Each race has innate benefits (known as Racial Abilities) that are unique to that race. These are abilities you have in addition to what you get from choosing your class.

FACTIONS

The race you choose determines whether you are part of the Alliance or the Horde. If you have friends in the game with whom you want to play, choose the same faction as them to work together. There are no “good” or “bad” sides in this conflict. Both factions have rich storylines and compelling motives.

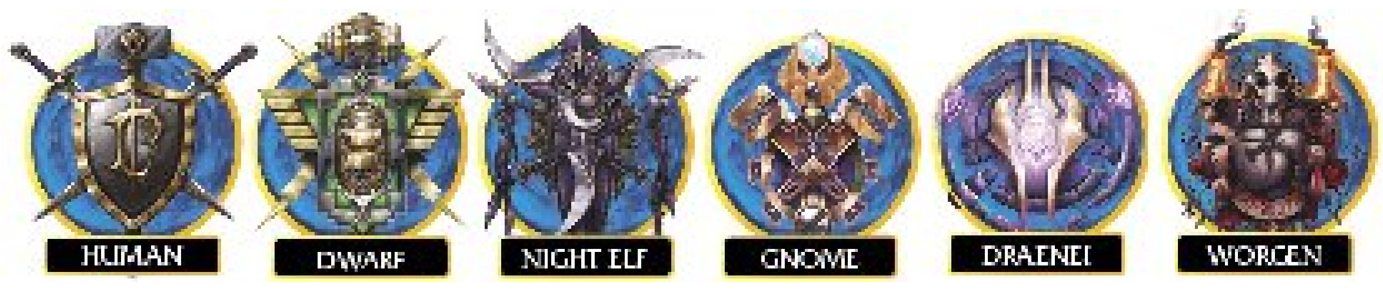


Horde Races

Though their ways are sometimes brutal and warlike, some of the leaders of the Horde exemplify honor and courage. The various races of the Horde have struggled to free themselves from demonic tyranny, a mindless plague, and countless wars.

Pandaren Race

The enigmatic Pandaren have long been a mystery to the other races of Azeroth. For ten thousand years, they lived in isolation in their mist-shrouded homeland, staying away from the conflicts of the world of Azeroth. Now the outside world has come to the continent of Pandaria and the Wandering Isle, giving each Pandaren the option of which faction they wish to join.



Alliance Races

The Alliance gives the appearance of being on the side of righteousness, and many of its leaders are good people. However, they are also the source of hypocrisy and considerable lawlessness. The destruction left behind by the Gnomes’ scientific mistakes, Dwarven civil wars, and Human misconduct have scared much of the Eastern Kingdoms.

STARTING OUT WITH FRIENDS

Each race has its own home region, so the race you choose determines where you start in the game. If you and a friend want to begin the game together, choose the same race to start at the same location.

If you and your friend can’t agree on the same race, it won’t take long to reach the game’s major hubs where you can join up. As a result, it’s best to play the exact character you want, even if it means waiting to see your buddies a little bit longer.

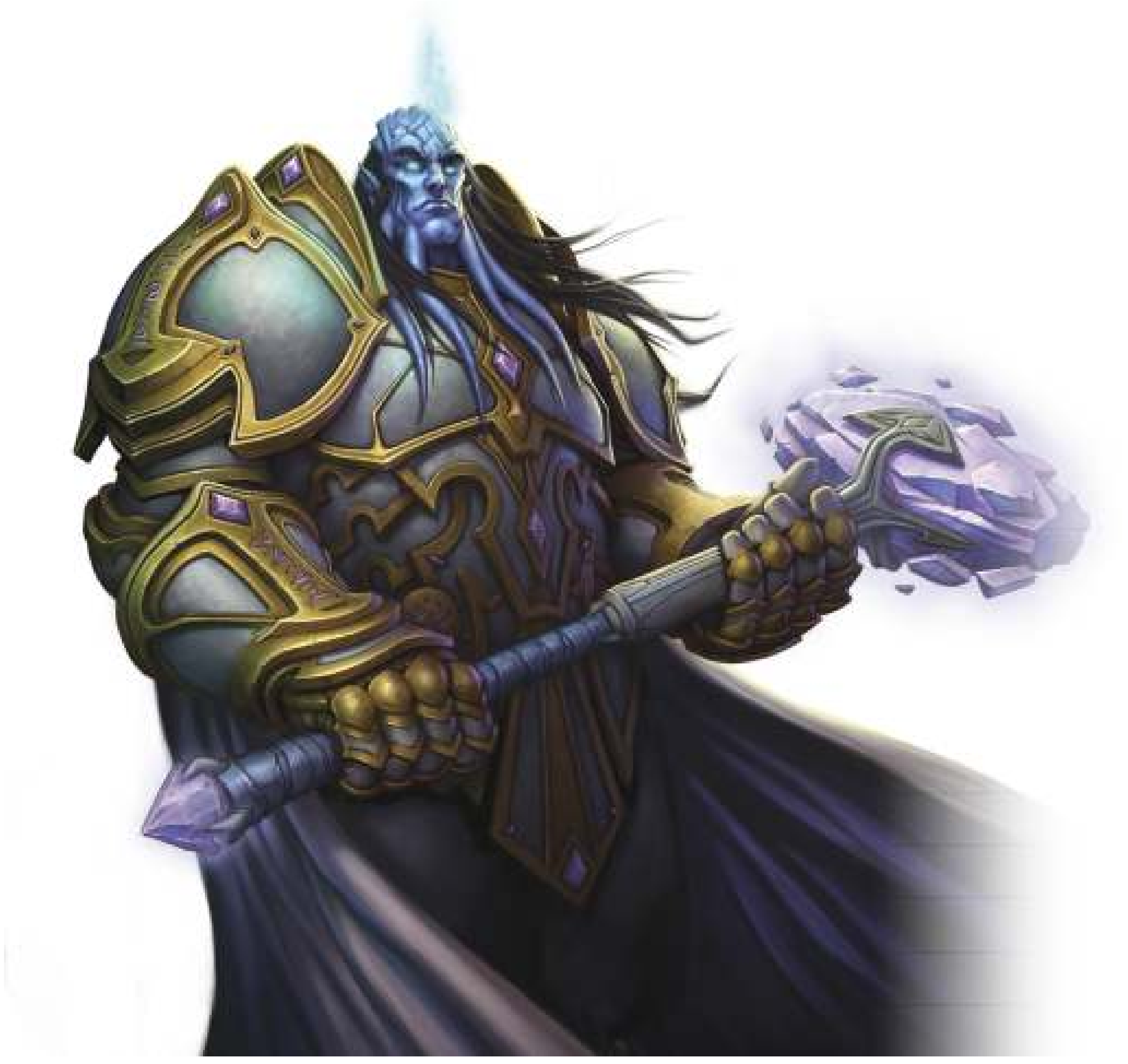
THE MOST IMPORTANT FACTOR

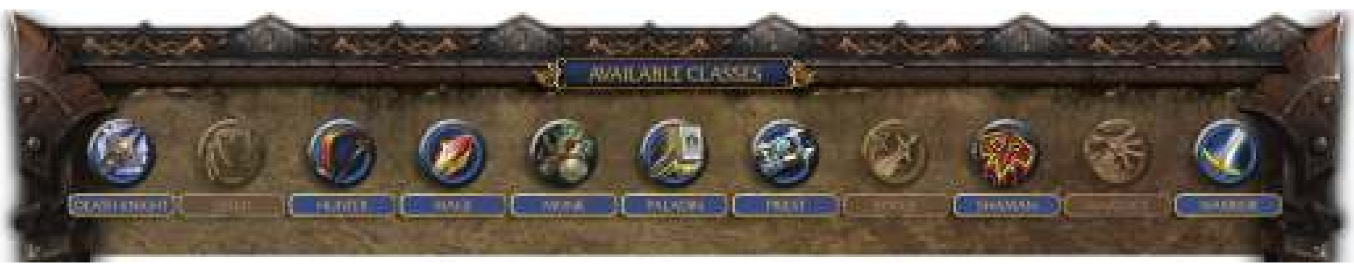
It’s not uncommon to see that one race might be better suited to the class that you’ve chosen, but what if that isn’t the race that you had your heart set on? If you have any strong preference for a specific race, the best thing to do is ignore Racial Abilities. Bonding with your character is a real thing. Choosing a race that you don’t want to play is something that grates on you over time. Don’t let that happen. Enjoy your time in the game. In the end, stats aren’t a big deal; you won’t founder just because you picked a “weaker” race to go with your class. None of the races are especially overpowered or underpowered. Their bonuses are more of a tiny perk. They help, but they never make or break a class.

WORLD of WARCRAFT
WARLORDS of DRAENOR

RACES OF THE ALLIANCE

Draenei




AVAILABLE CLASSES
DEATH KNIGHT
HUNTER
MAGE
MONK
PALADIN
PRIEST
SHAMAN
WARRIOR

The Draenei are an intelligent and spiritual race who no longer have a homeworld of their own. They fled their home planet of Argus, and then Outland as well. The Legion, a force of horrible evil, has dogged their efforts at every turn. Currently, the Draenei have crash landed on Azeroth in their capital ship (The Exodar). Though their ship's engines have been sabotaged, they are ready and willing to continue the battle against evil.

Draenei are dedicated to magic and Holy Light. The Draenei also have a spiritual affinity with the Naaru, energy beings who serve the Holy Light.

Draenei are 7-8 feet tall, with long tails and bipedal hooves. Females have horns of varying shapes and sizes. Males have unique cranial and facial features.

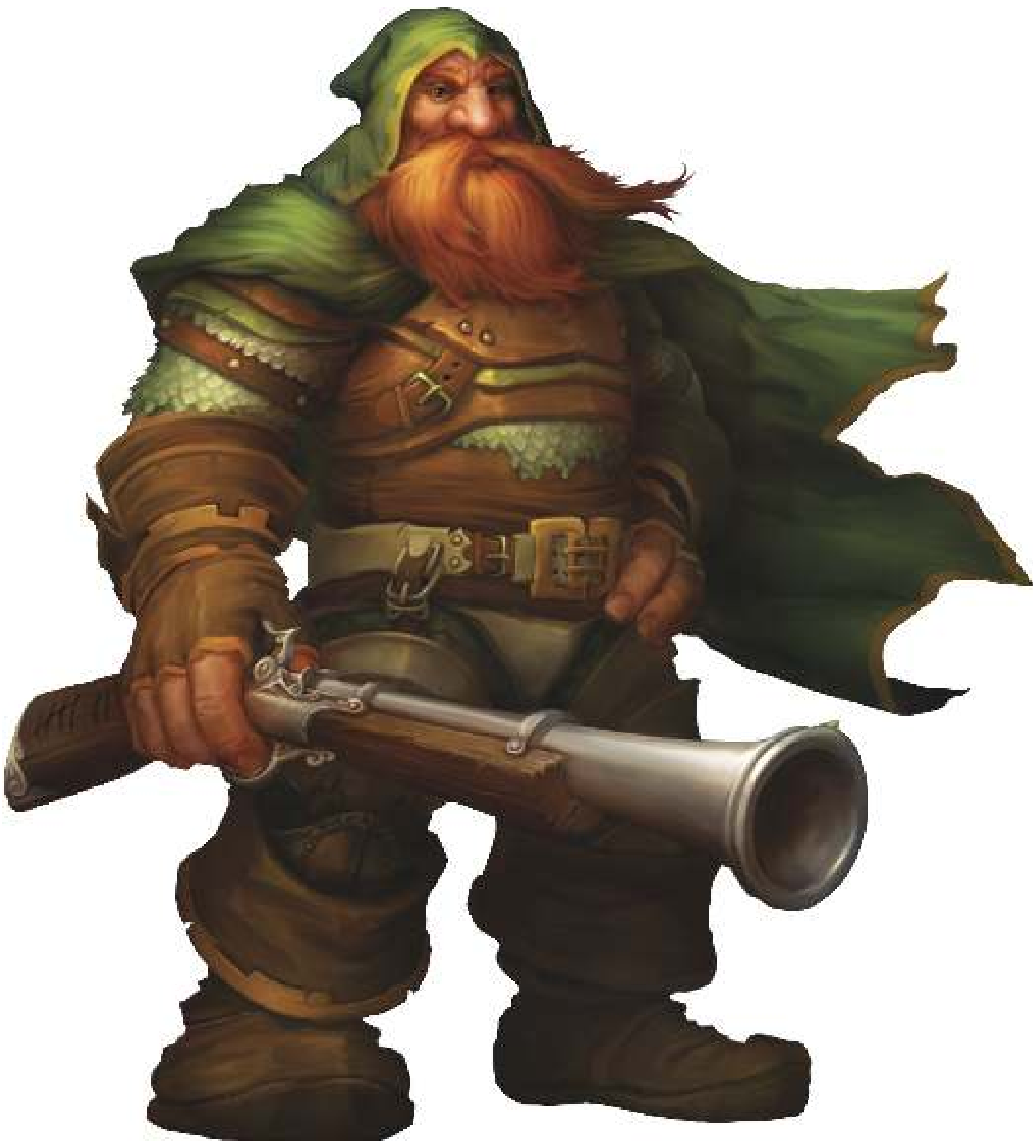
Start location: Ammen Vale in Azuremyst Isle.

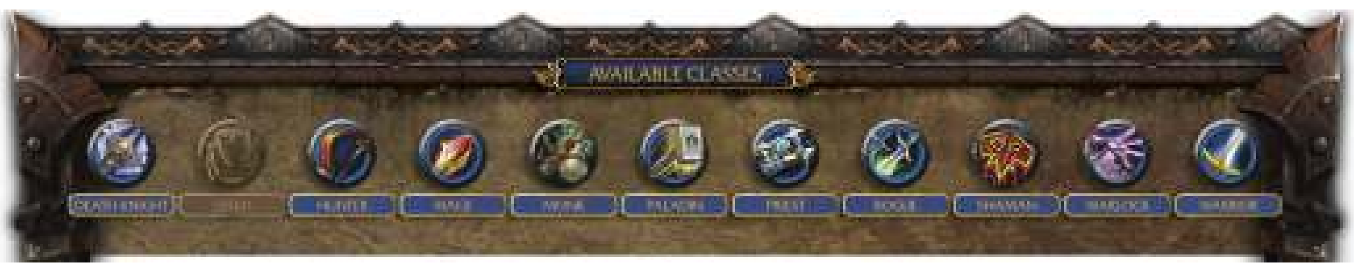
Home city: The Exodar.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

RACES OF THE ALLIANCE

Dwarf




AVAILABLE CLASSES
DEATH KNIGHT
DRUID
HUNTER
MAGE
MONK
PALADIN
PRIEST
ROGUE
SHAMAN
WARLOCK
WARRIOR

Dwarves are a hardy people, due no doubt to living for generations in cold regions, frequently in underground fortresses. Masters of stone and ore, Dwarves are equally skilled at building cities and crafting weaponry. Dwarves are treasure seekers, explorers, and courageous fighters.

Dwarves are 4-5 feet tall, stocky, and muscular. Males prize their elaborate beards; females, their decorative hairstyles and piercings.

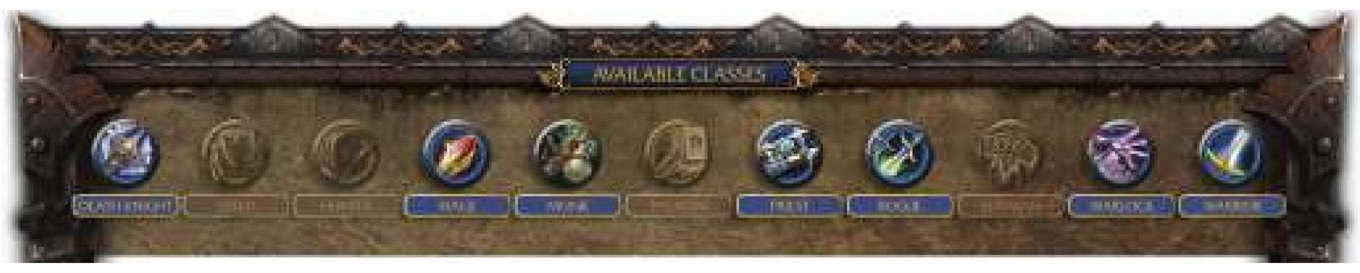
Start Location: Coldridge Valley in Dun Morogh

Home city: Ironforge

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

RACES OF THE ALLIANCE

Gnome


AVAILABLE CLASSES
DEATH KNIGHT
MAGE
MONK
PRIEST
ROGUE
WARLOCK
WARRIOR

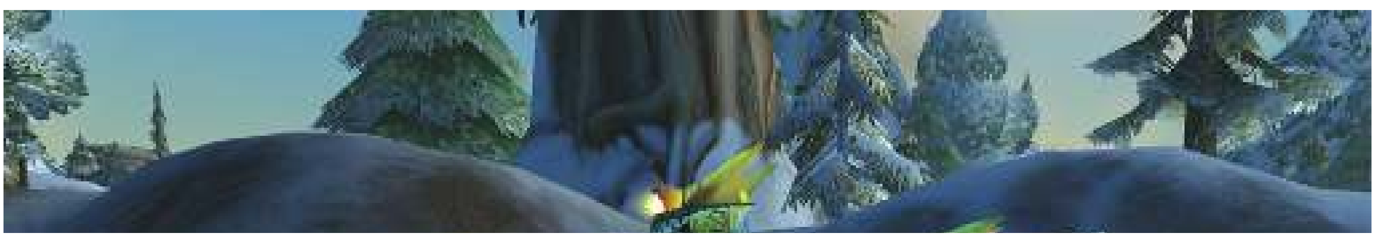
The eccentric Gnomes once thrived in Gnomeregan, a city deep in the mountains beneath Dun Morogh. When attacked by Troggs, the clever Gnomes released toxic radiation against their attackers[md]and the gnome citizenry as well. The surviving Gnomes fled the city, still sharing their inventions and odd devices with others. They currently use Ironforge, the Dwarven capital, as a place of refuge.

Gnomish and Goblin engineers have a long-standing rivalry. It's uncertain to outsiders which side is more dangerous to their friends and enemies!

Gnomes are approximately 3 feet tall, being the shortest sentient race in Azeroth. They have petite bodies but larger facial features. Gnomes have only 4 fingers per hand. Male and female Gnomes are known for their outrageous hair colors.

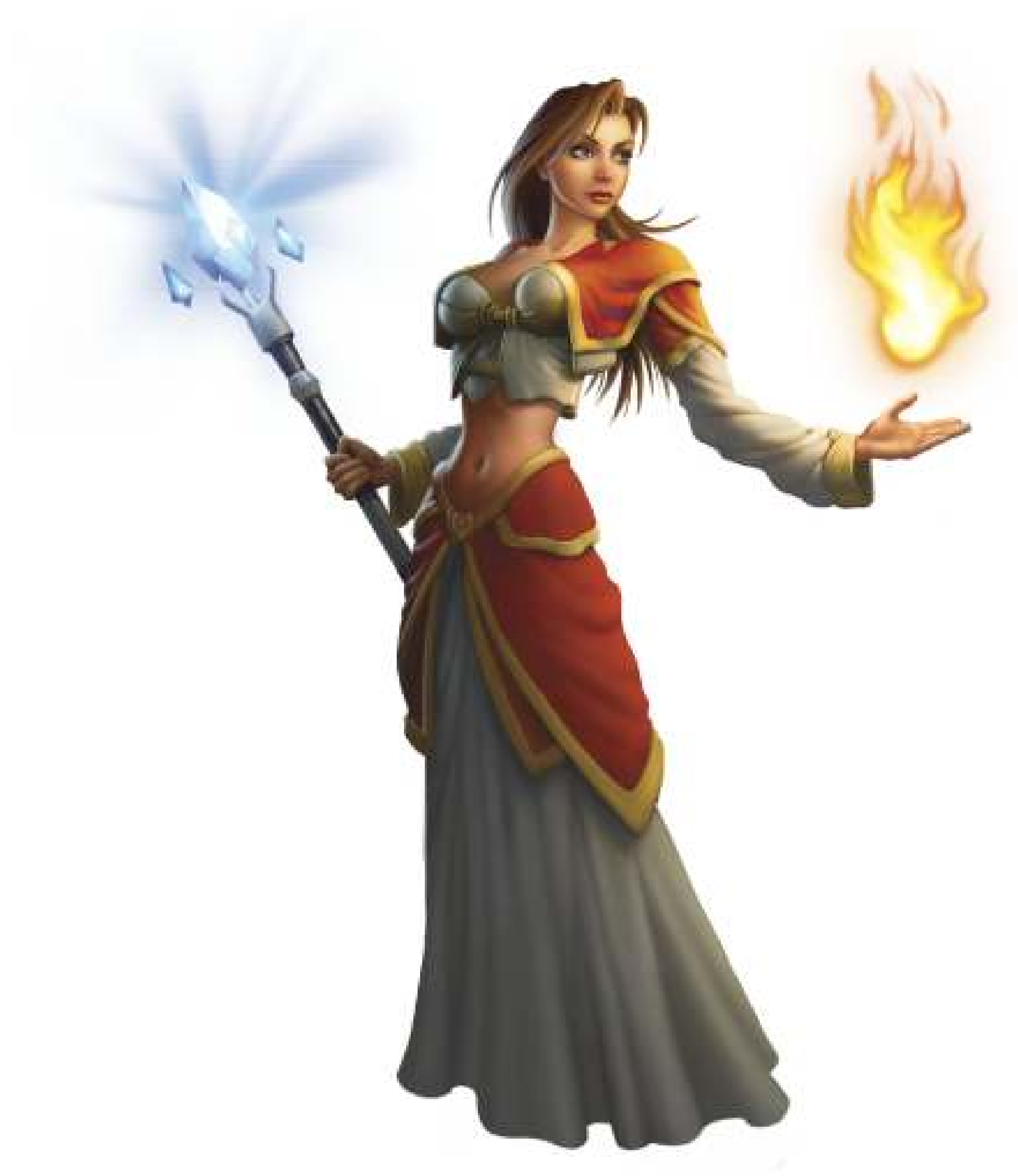
Start Location: Gnomeregan in Dun Morogh

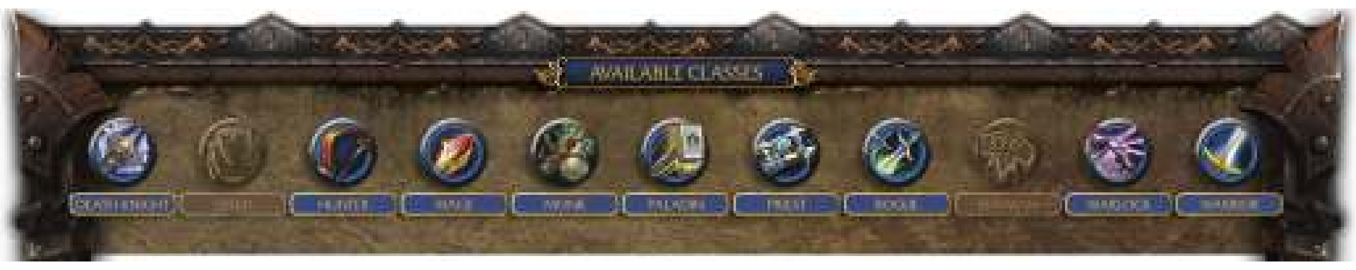
Home city: Ironforge (Tinker Town)



World of WarCraft
Warlords of Draenor

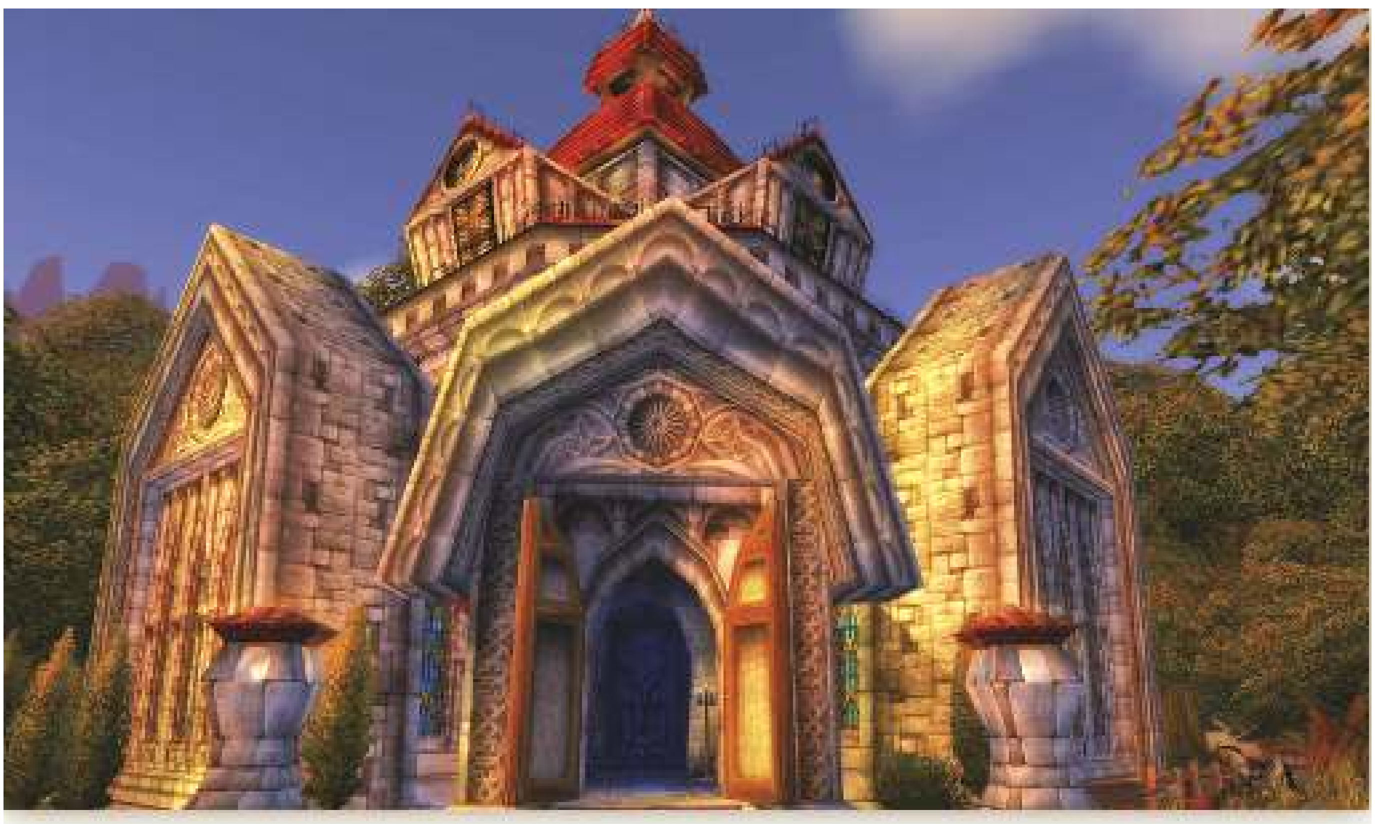
Human




AVAILABLE CLASSES
DEATH KNIGHT
HUNTER
MAGE
MONK
PALADIN
PRIEST
ROGUE
WARLOCK
WARRIOR

Humans are both proud and ambitious, seeking comfort and glory and to change the world around them. Many humans are laborers, working in the farms, mines, and lumber mills outside of Stormwind, eagerly taking all that nature offers. Humans are also courageous knights, brave on the battlefield and loyal to their comrades.

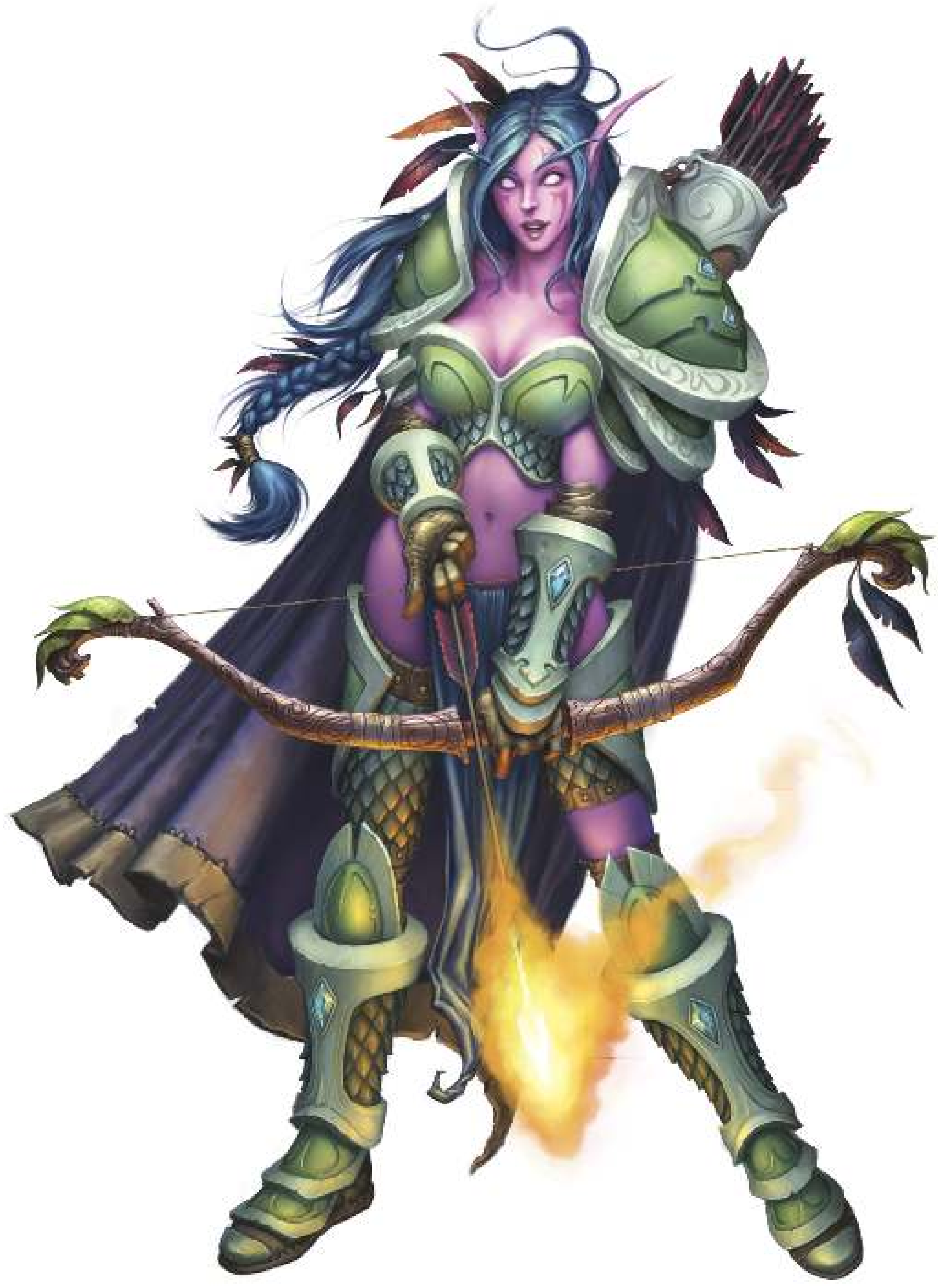
Humans are 5-6 feet tall, strong and healthy. Human physical traits vary greatly, with a wide palette of skin and hair colors.

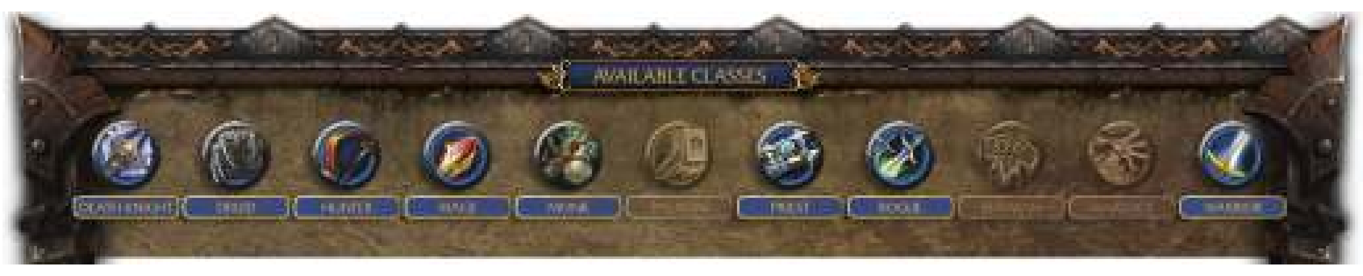


Start location: Northshire in Elwynn Forest

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

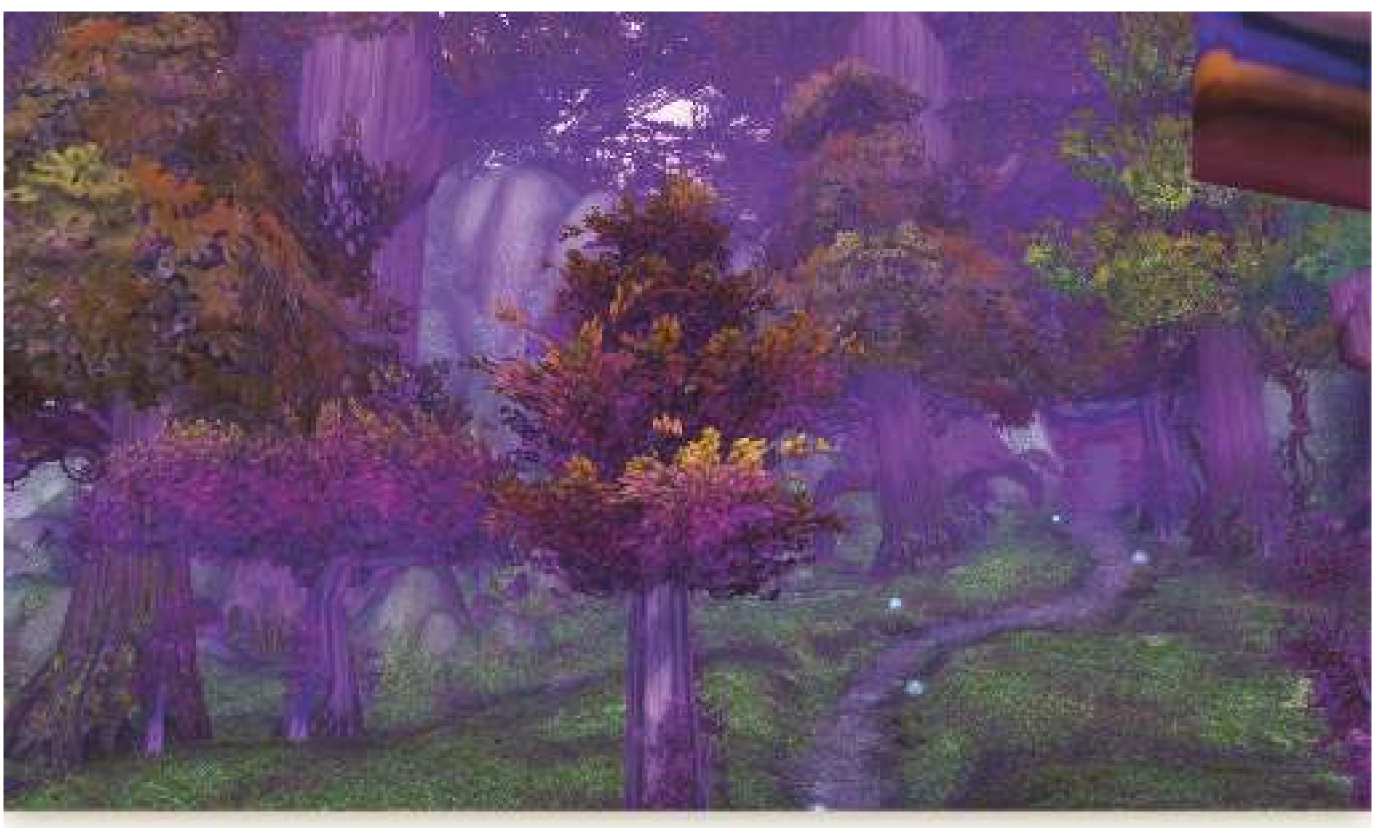
RACES OF THE ALLIANCE
Night Elf



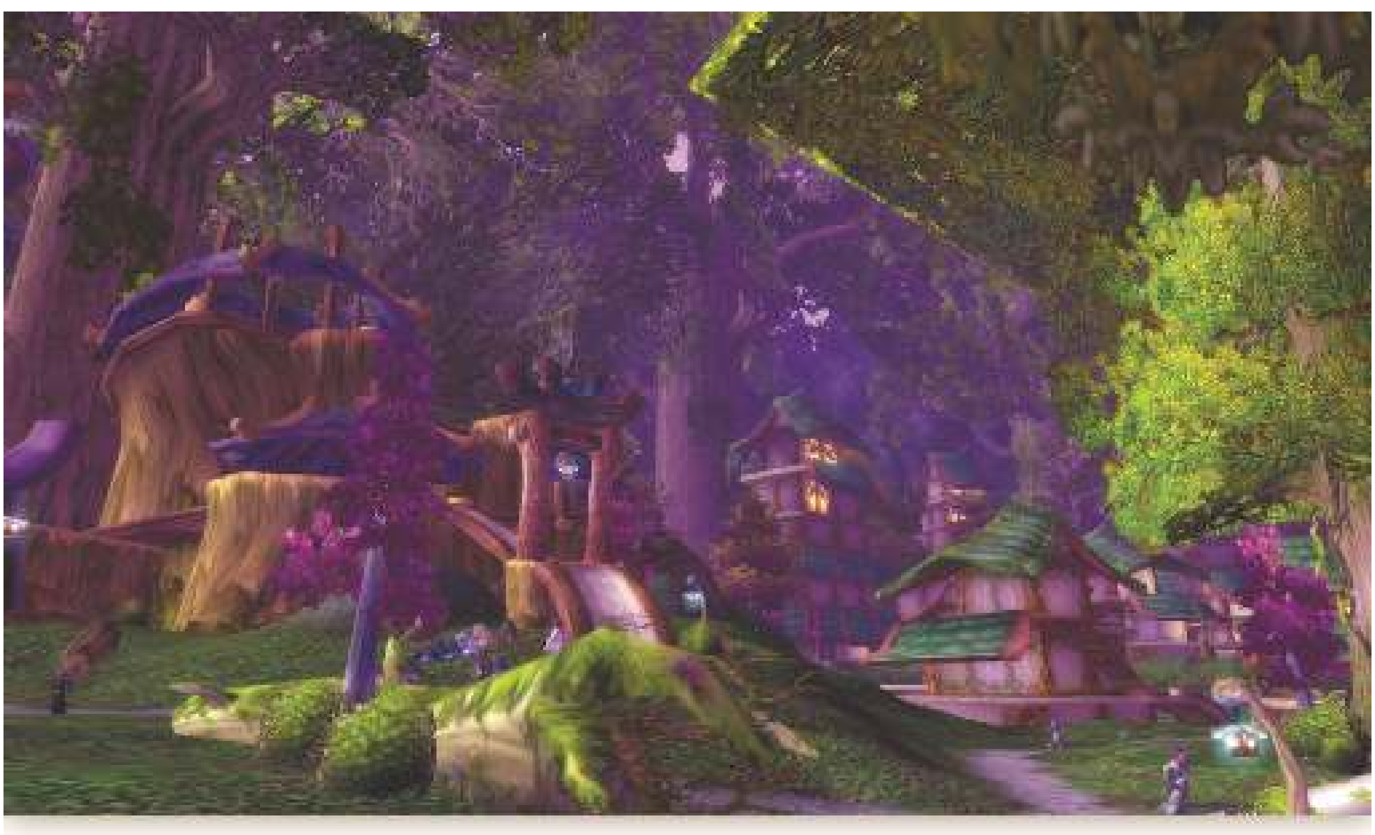

AVAILABLE CLASSES
DEATH KNIGHT
DRUID
HUNTER
MAGE
MONK
PRIEST
ROGUE
WARRIOR

Night Elves are perceived as aloof and solitary, preferring nature to conventional cities and the company of their own kind to that of other races. Rather than using nature as a resource, Night Elves seek to be in rhythm with the natural world. Night Elves blend magic and the forces of nature for their protection and strength. This belief places Night Elves in strong opposition to Blood Elves, who have consumed tremendous magic against the flow of nature and who continue to place ambition before reason.

Night Elves are approximately 7 feet tall; they are lithe and athletic. All Night Elves have prominent eyebrows and very long ears. Males have elaborate facial hair. Females have facial tattoos.



Start location: Shadowglen in Teldrassil

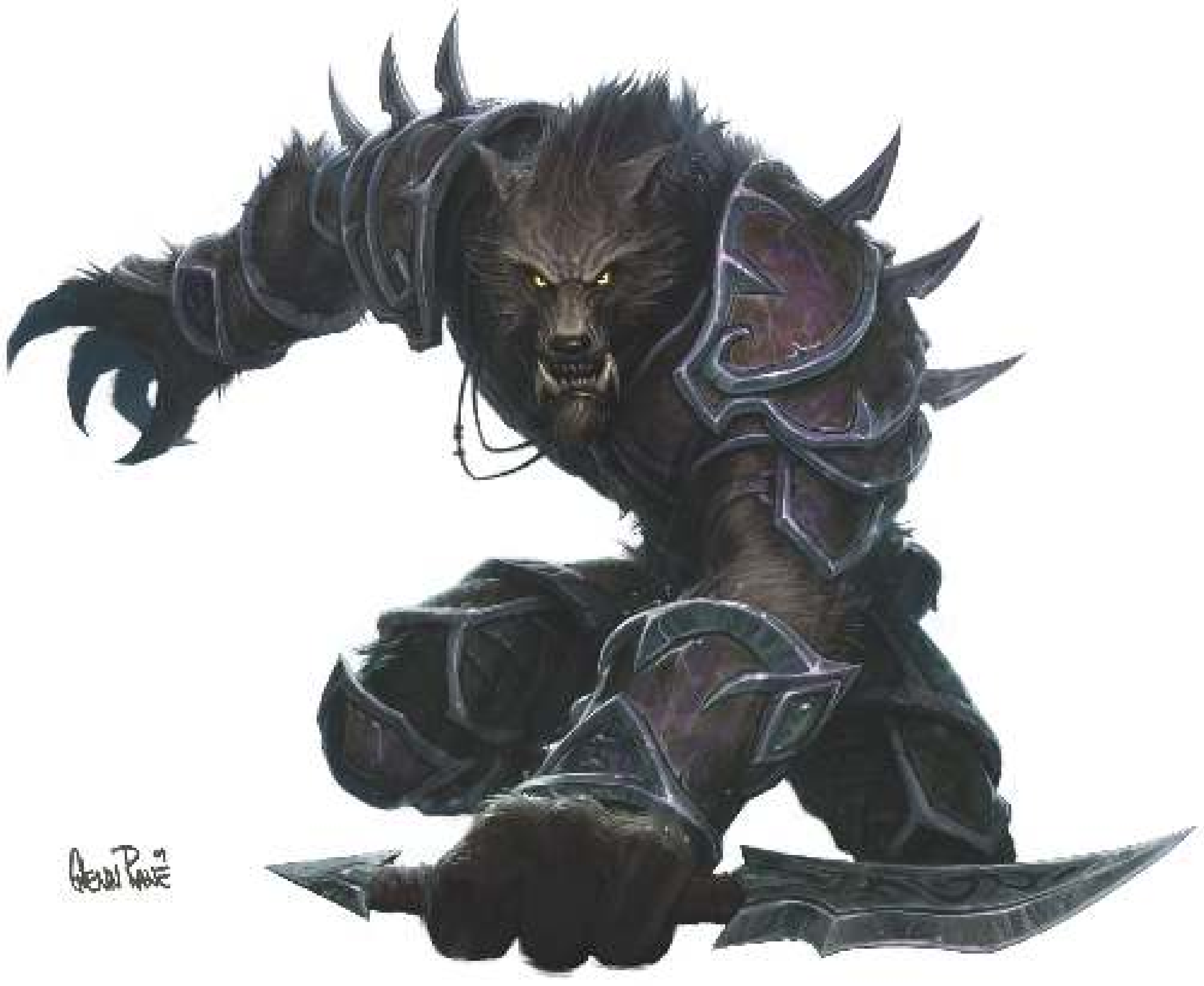


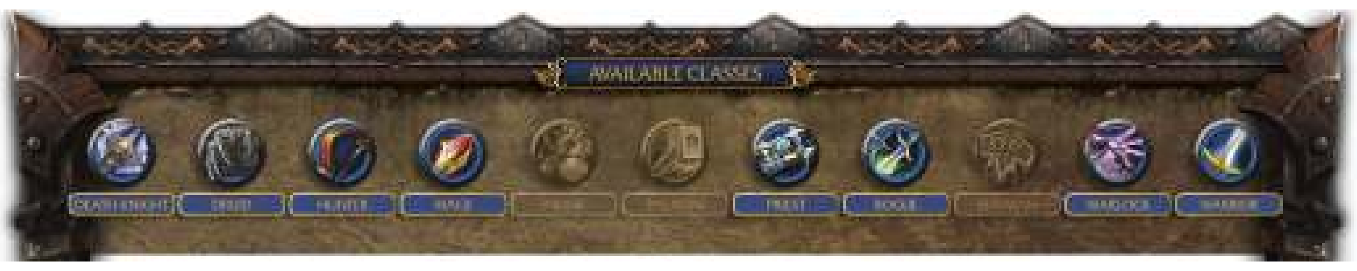
Home city: Darnassus

WORLD of WARCRAFT
WARLORDS of DRAENOR

RACES OF THE ALLIANCE

Worgen

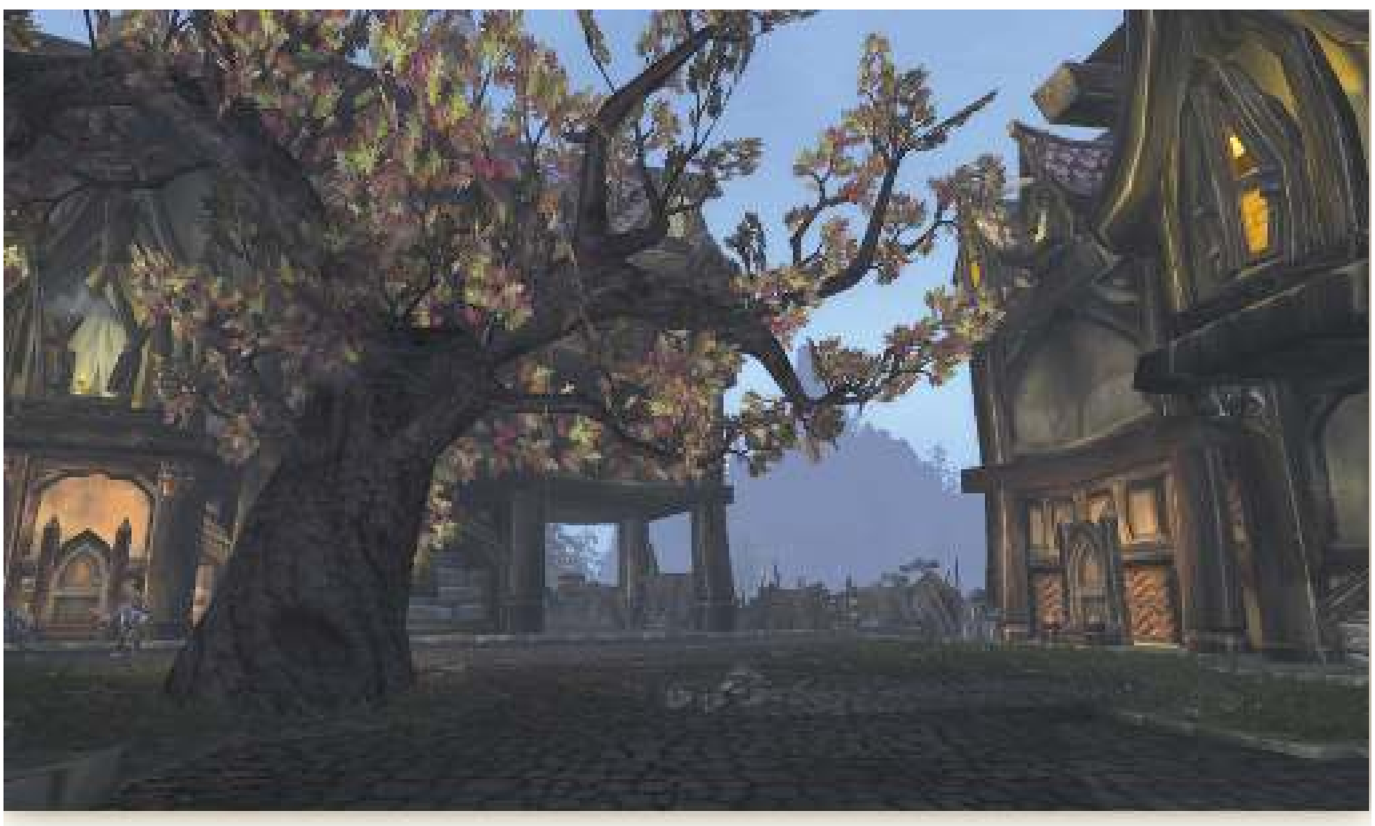



AVAILABLE CLASSES
DEATH KNIGHT
DRUID
HUNTER
MAGE
PRIEST
ROGUE
WARLOCK
WARRIOR

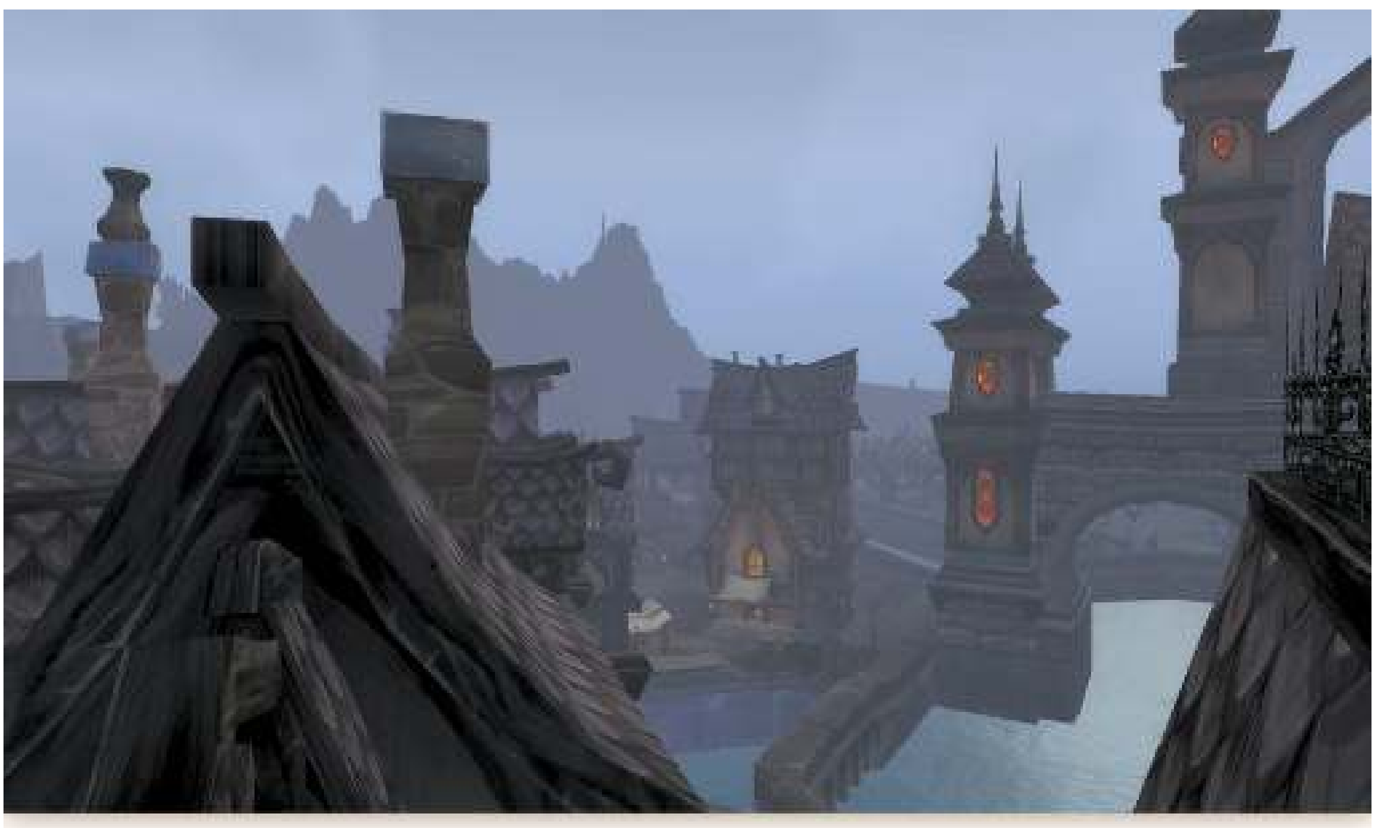
It was once thought that Worgen were evil creatures that came to Azeroth from another dimension. Time has proven this false, as newer knowledge reveals that Worgen are descendants of cursed Night Elven Druids. These Druids worshipped Goldrinn and would take on the form of the wolf. Eventually, this sect lost themselves in madness, and their curse has continued for many generations.

The Greymane Worgen are infected with this curse, but they have fought hard to retain themselves and developed a partial cure to this illness. As such, they are not driven toward uncontrolled violence. These Worgen have reached out to the Alliance, forming the sixth member race of this group.

These Worgen are both human and wolf, able to pass between the two forms. They have full control over themselves, but appear as true Worgen when in such a form, growing thick hair and possessing a canine appearance.



Start Location: Ruins of Gilneas

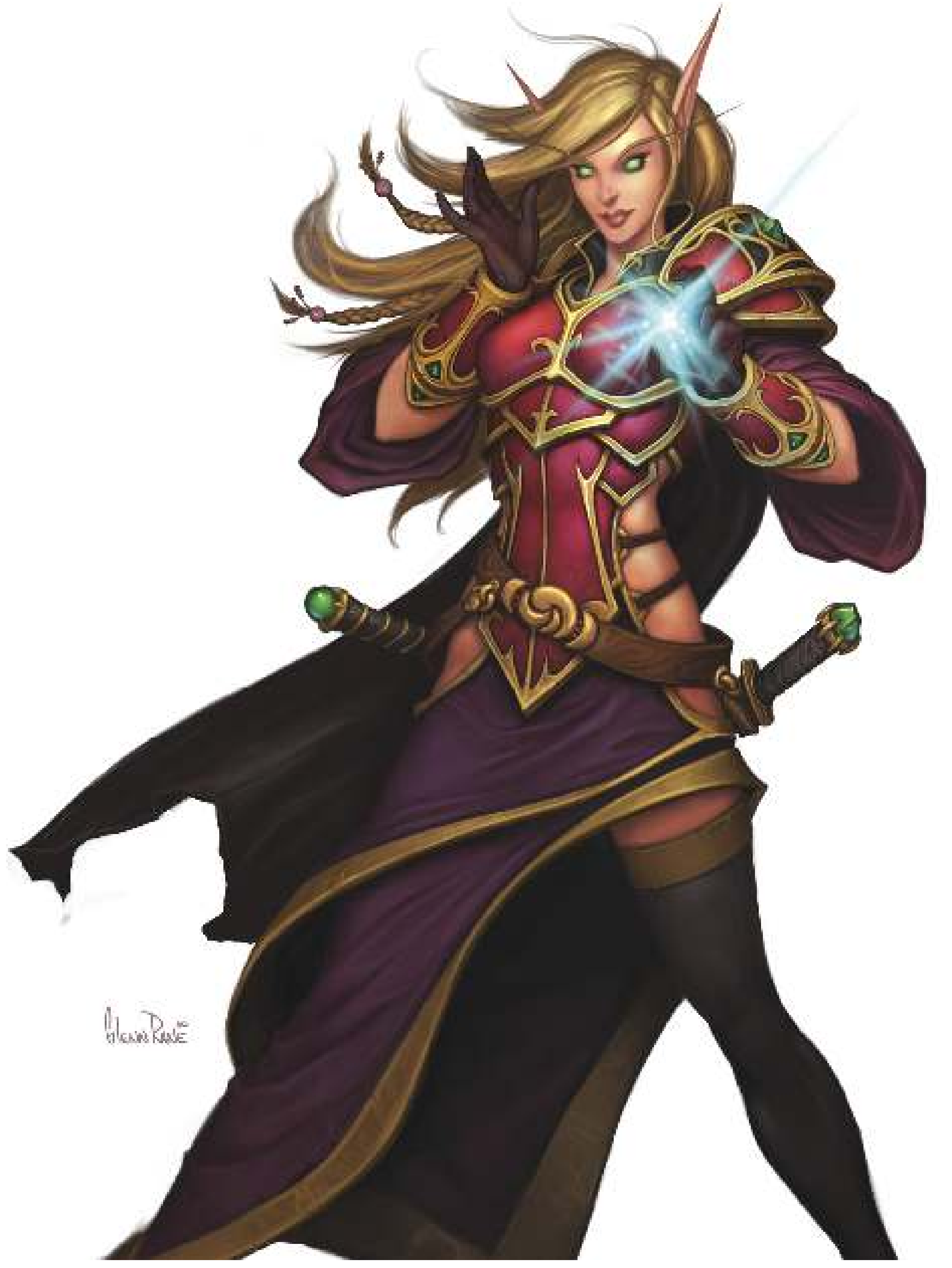


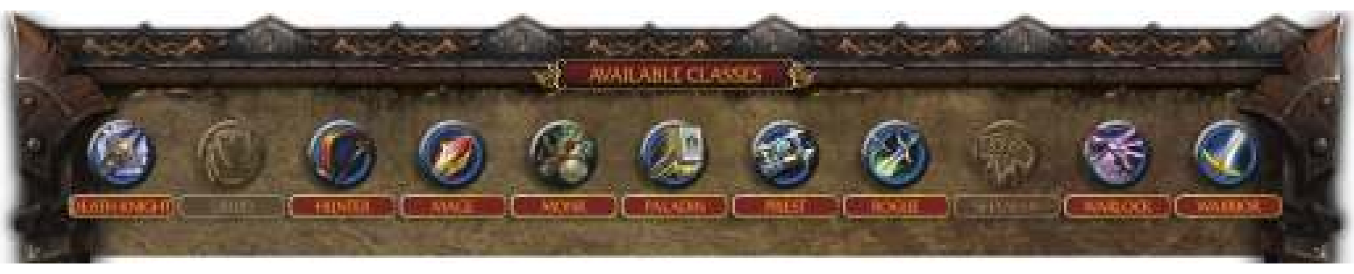
Home city: Gilneas

WORLD
WARCRAFT
WARLORDS of DRAENOR

RACES OF THE HORDE

Blood Elf



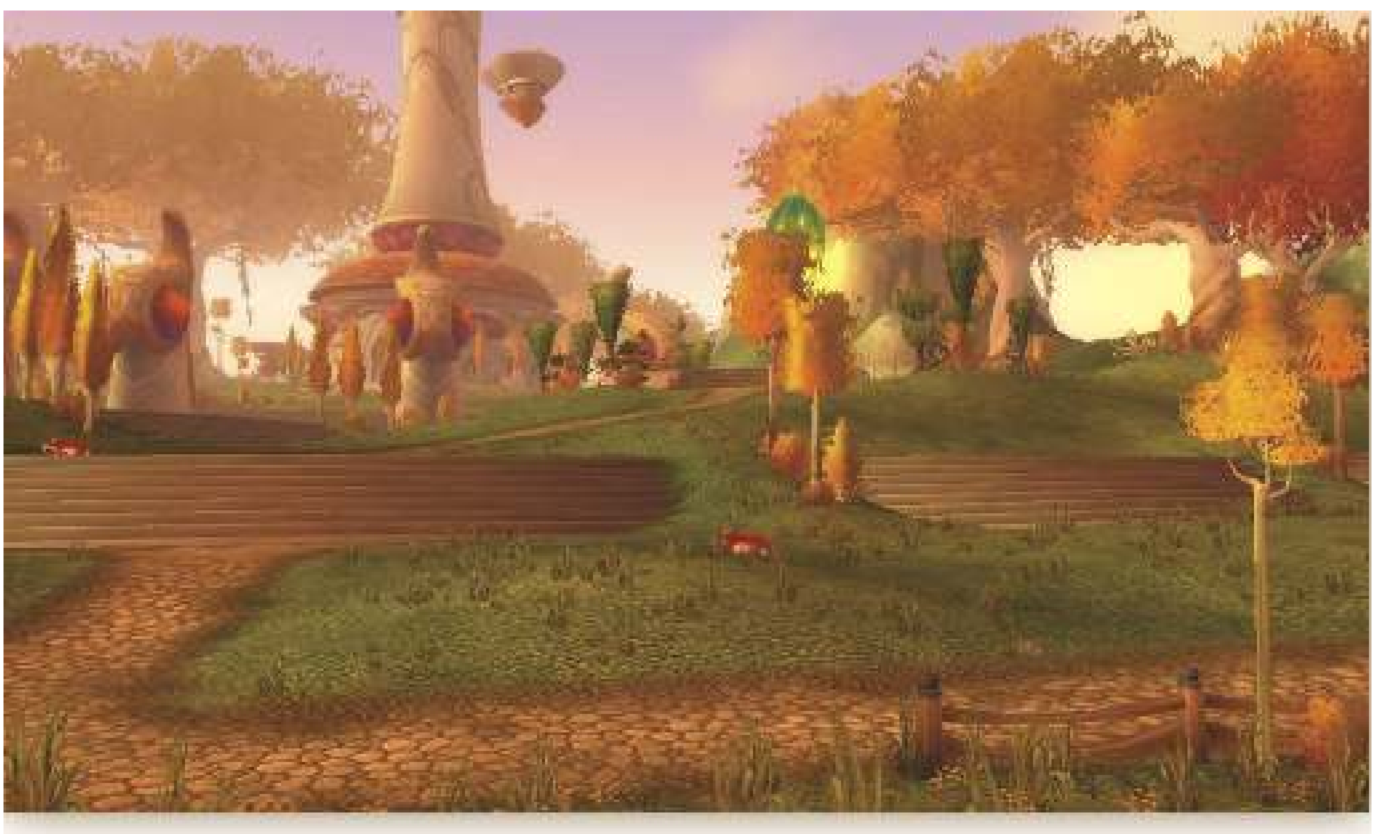


AVAILABLE CLASSES
DEATH KNIGHT
HUNTER
MAGE
MONK
PALADIN
PRIEST
ROGUE
WARLOCK
WARRIOR

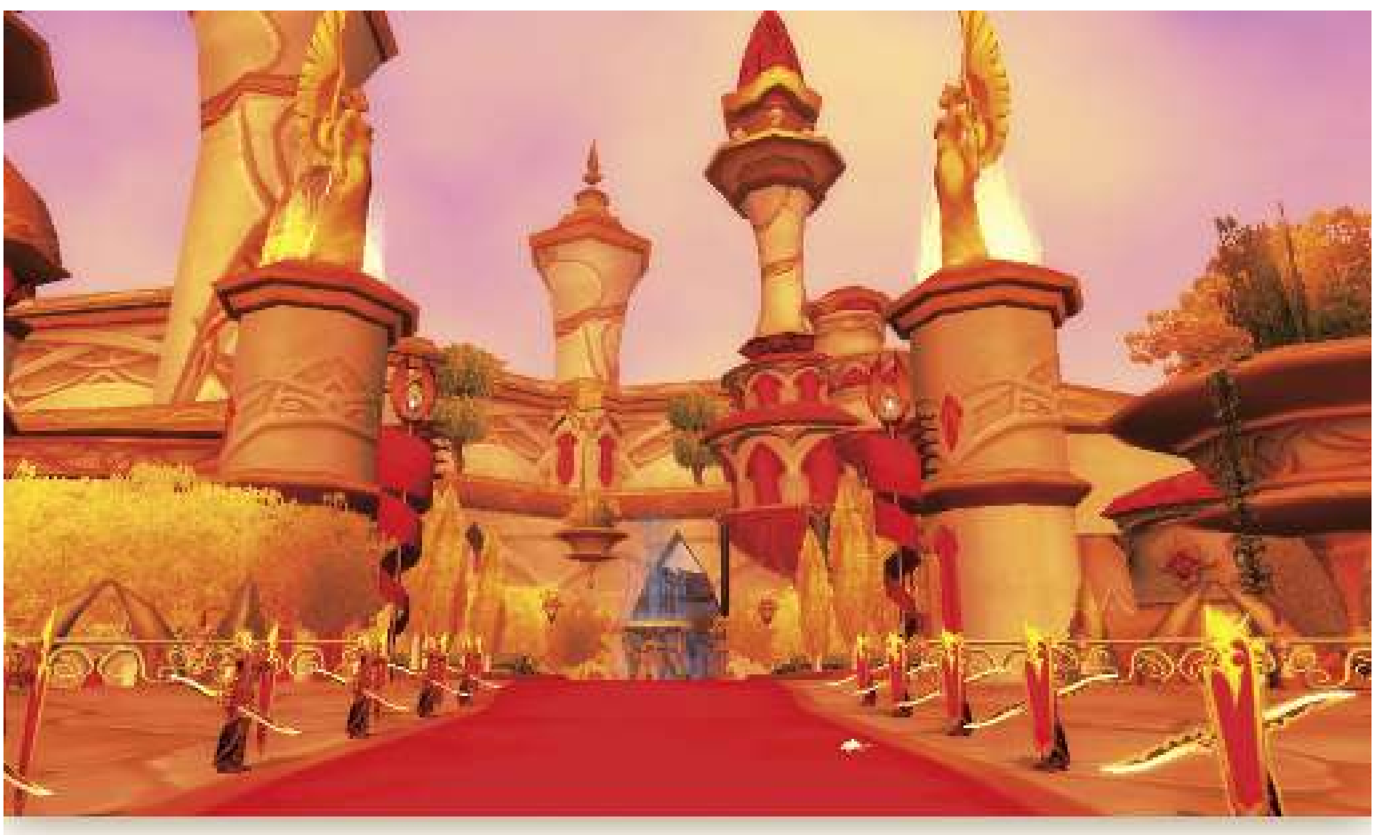
The Blood Elves are so named in honor of their high elf ancestors who died during the Scourge invasion of their homeland, Quel'Thalas. Blood Elves seek power through arcane magic, bending it to their will to create warped, beautiful surroundings. Fiercely loyal to their race, Blood Elves will do anything to avenge their ancestors and reclaim their magic power. They are survivors hoping to regain glory once again.

Those of a weak disposition are unable to control their lust for magic and power. This burns away at their wills and turns these Elves into a pathetic, weaker version of what they once were.

Blood Elves are 5-6 feet tall, slim and wiry. Their hair and skin color reflect their affinity to fire and the sun. All Blood Elves have prominent eyebrows and long ears. Males have minimal facial hair. Females have elaborate ear jewelry.



Start location: Sunstrider Isle in Eversong Woods

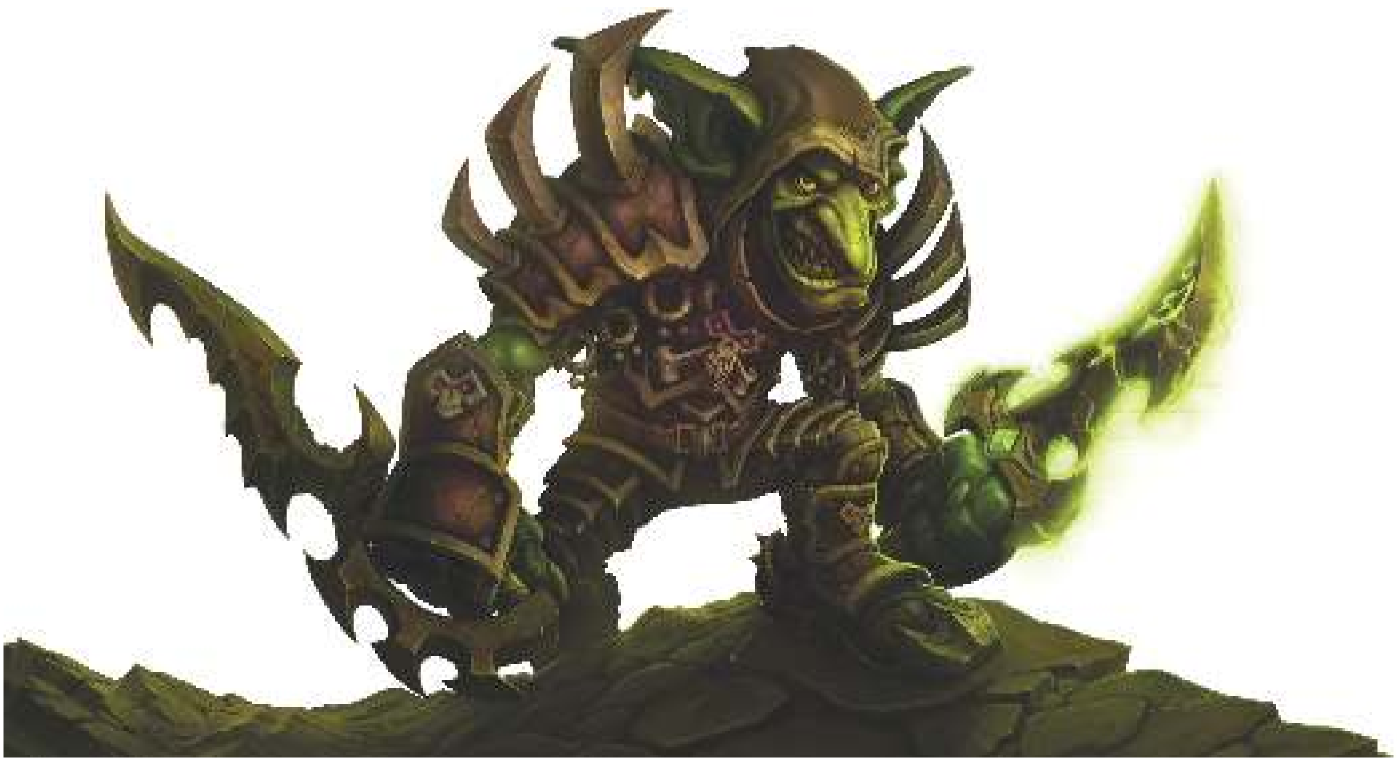


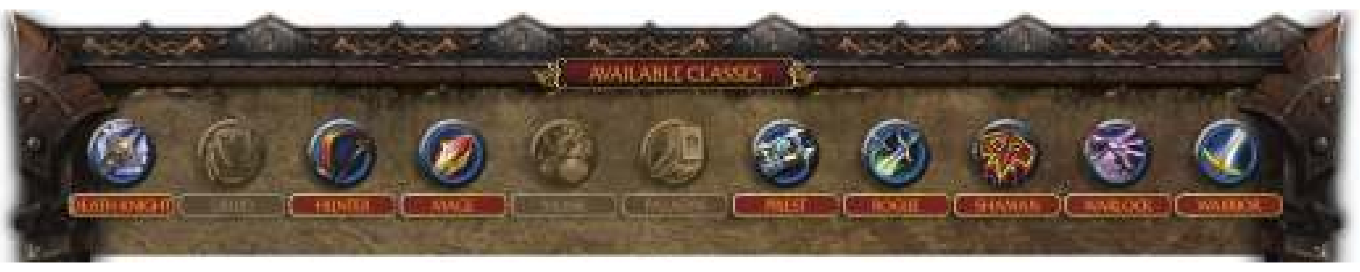
Home city: Silvermoon City

WORLD OF WARCRAFT
WARLORDS of DRAENOR

RACES OF THE HORDE

Goblin

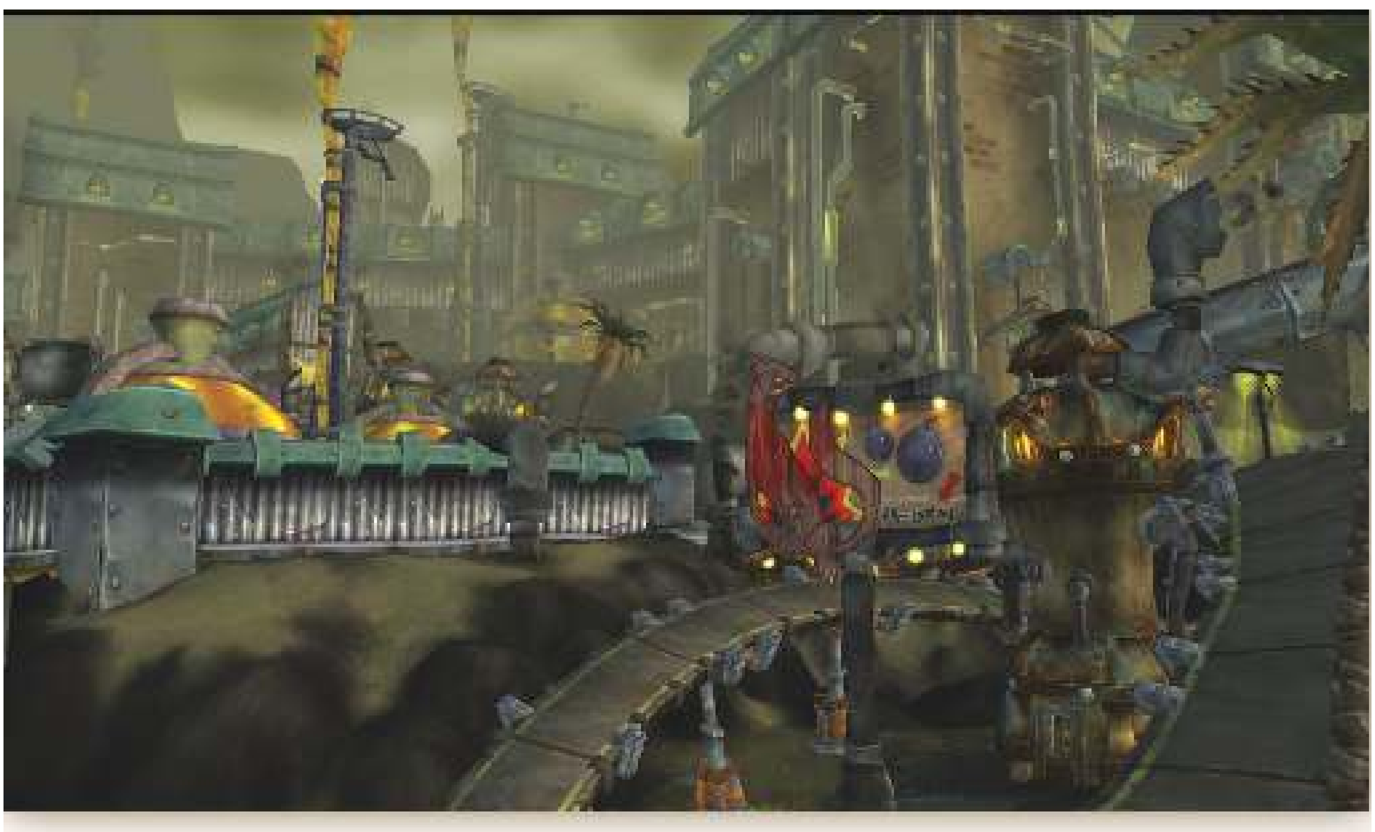



AVAILABLE CLASSES
DEATH KNIGHT
DRUID
HUNTER
MAGE
MONK
PALADIN
PRIEST
ROGUE
SHAMAN
WARLOCK
WARRIOR

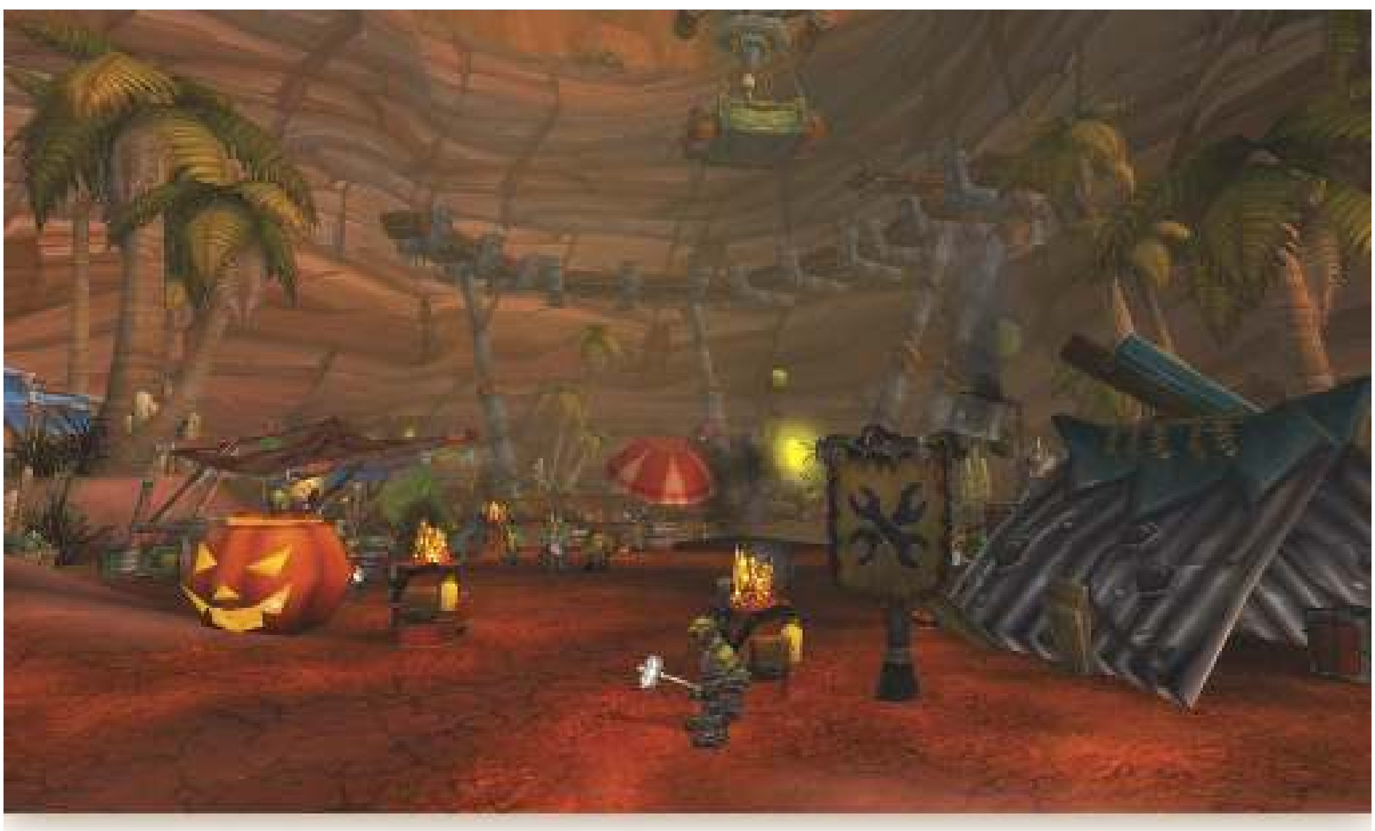
Goblins are a creative race that often fails to see the forest for the trees. This might be because of their penchant for cutting down entire swaths of landscape. Many Goblins have a fascination with technology and innovative engineering.

Often found on neutral ground, many Goblins weren't interested in taking sides between the Horde and the Alliance. There isn't much profit in the choice because it closes out a huge market from the other side. However, recent developments in the world have made it impossible for all of the Goblins to sit on the sidelines. As such, some have joined the Horde and are ready to lend their inventions to the cause.

Goblins are tiny creatures, though Gnomes still push them out for the title of smallest fry. These green-skinned people have long ears and equally impressive arms for their size.



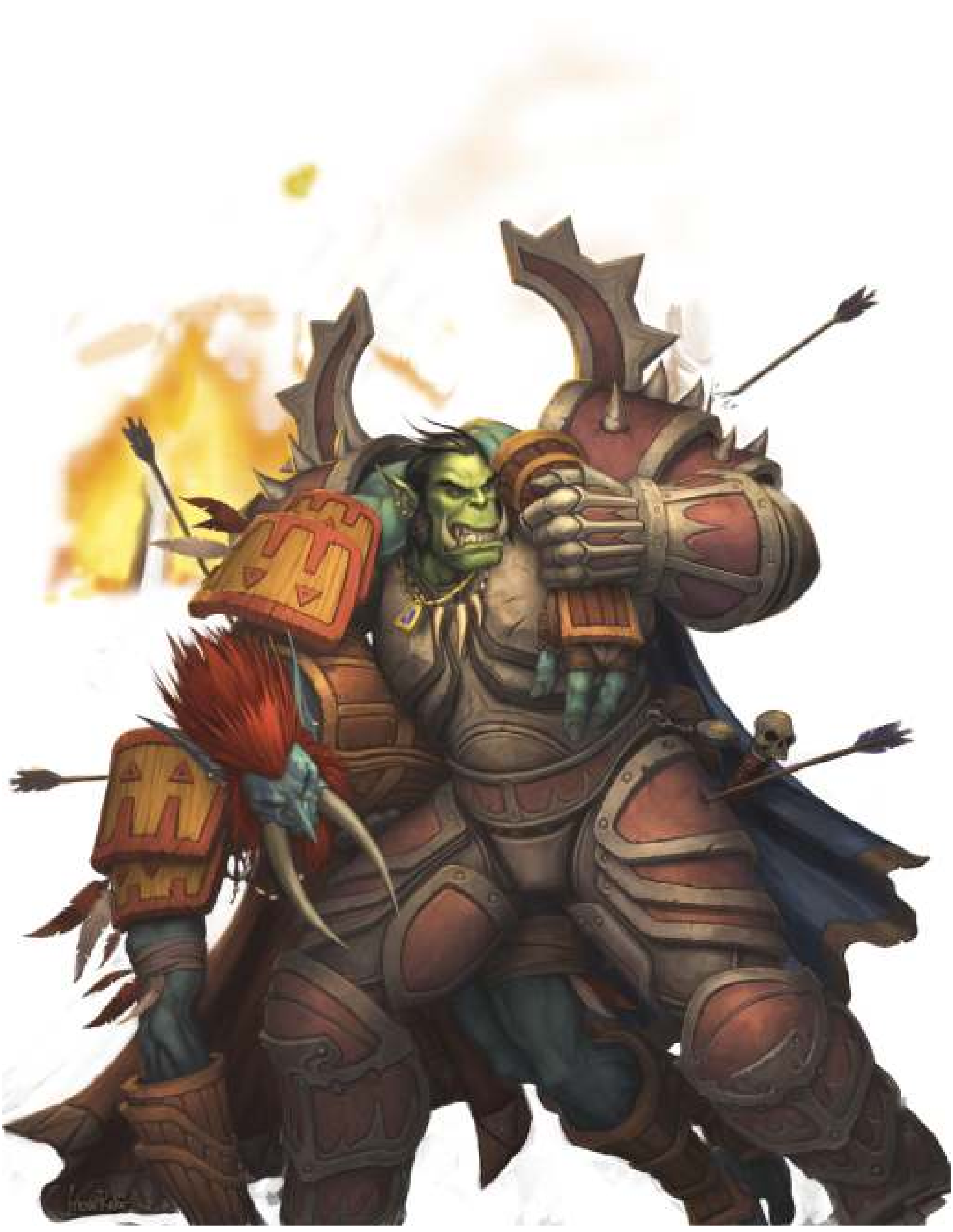
Starting Location: Kezan

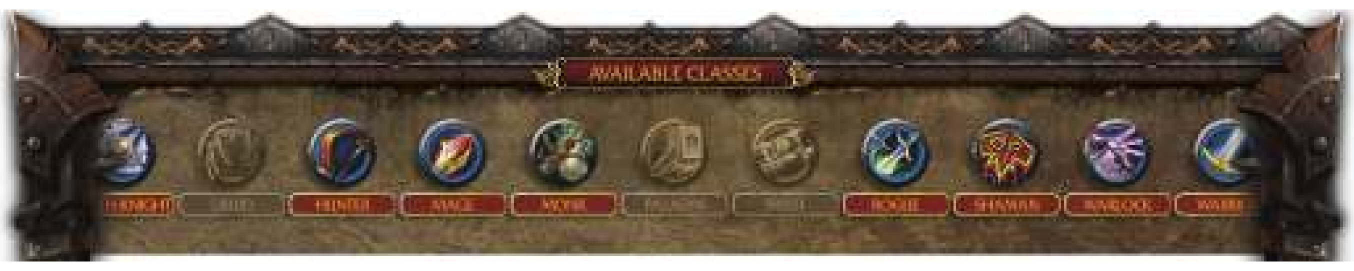


Capital City: Orgrimmar (Goblin Slums)

WORLD
WARCRAFT
WARLORDS of DRAENOR

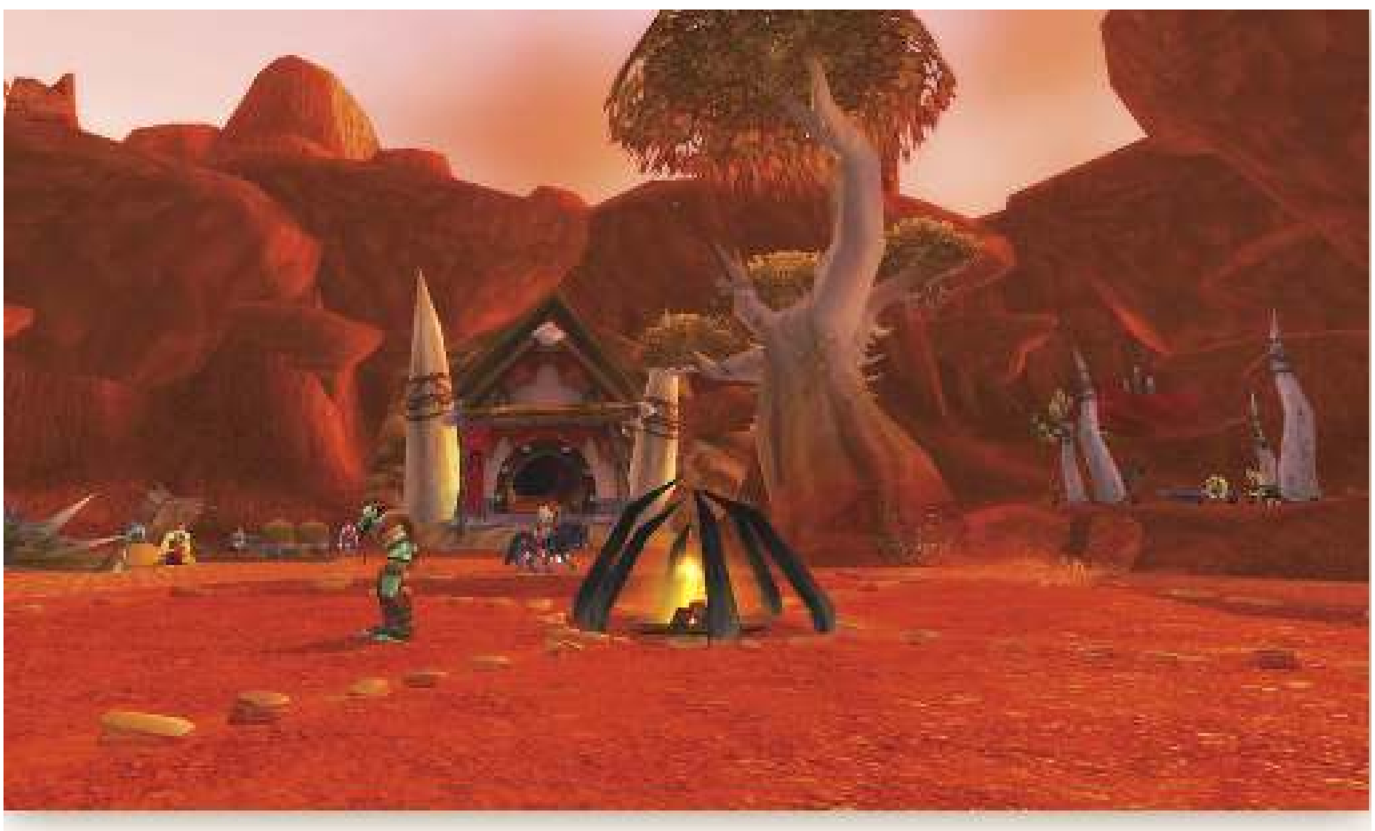
RACES OF THE HORDE
Orc



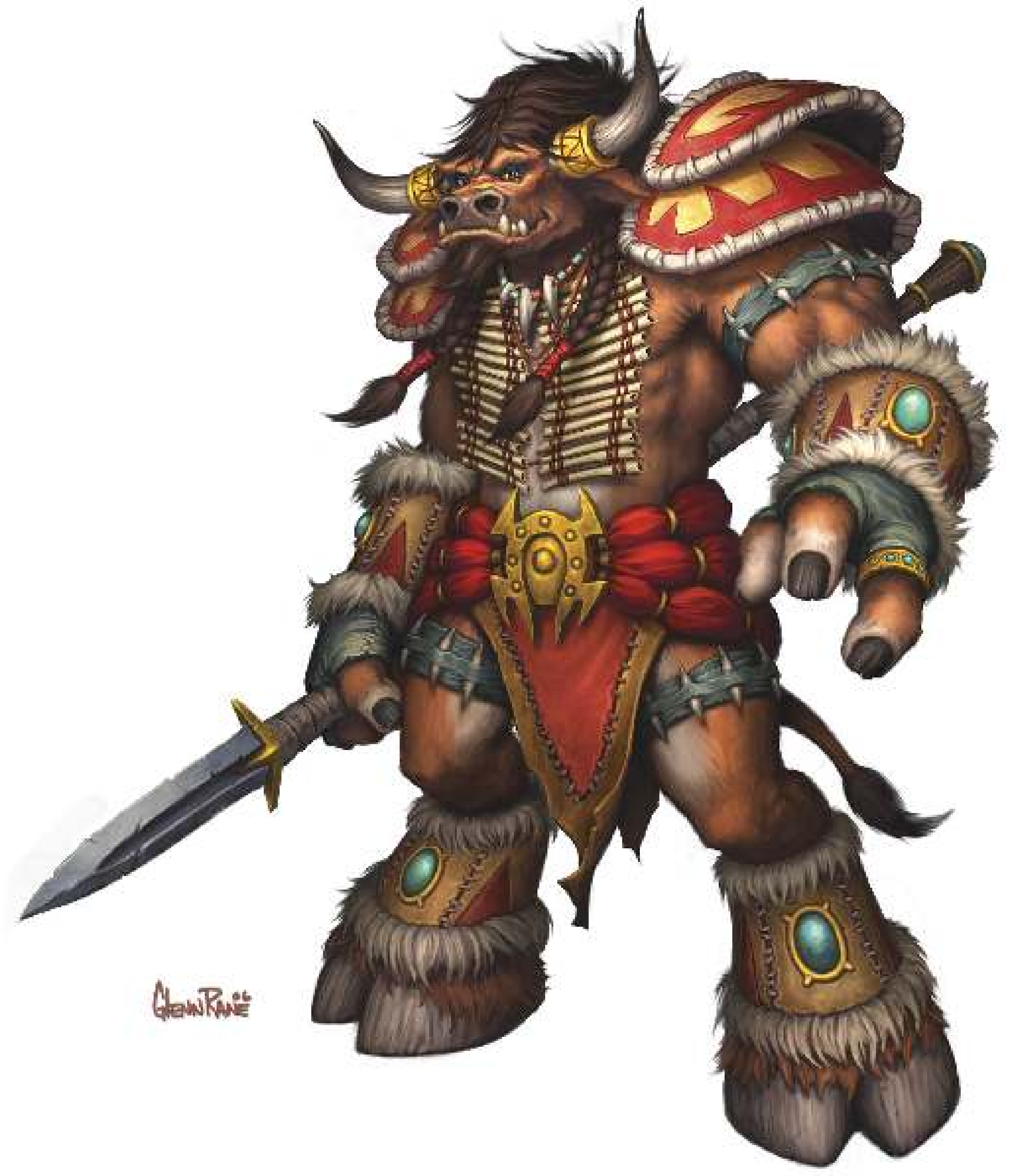

AVAILABLE CLASSES
HUNTER
MAGE
MONK
ROGUE
SHAMAN
WARLOCK

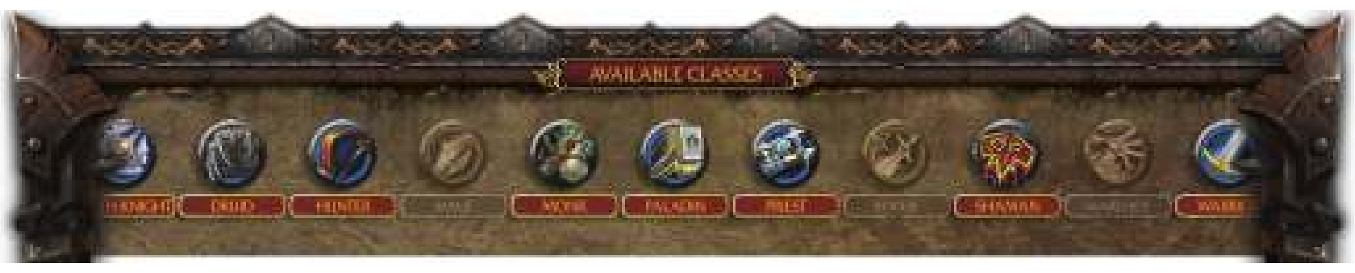
Orcs are large and terrifying to their enemies, but after numerous wars, the Orcs seek peace and a return to their shamanistic heritage. Thrall, their great Warchief, led his people to Durotar, chosen due to its desolate climate and isolated position. Due to their warring heritage, Orcs are courageous on the battlefield. They are also a hardy people, seeking a new path to glory and honor.

Orcs are approximately 6 feet tall, with muscular physiques. Males have very long and unusual facial hair. Females have eclectic hairstyles and unusual piercings. All Orcs have some variation of green skin.



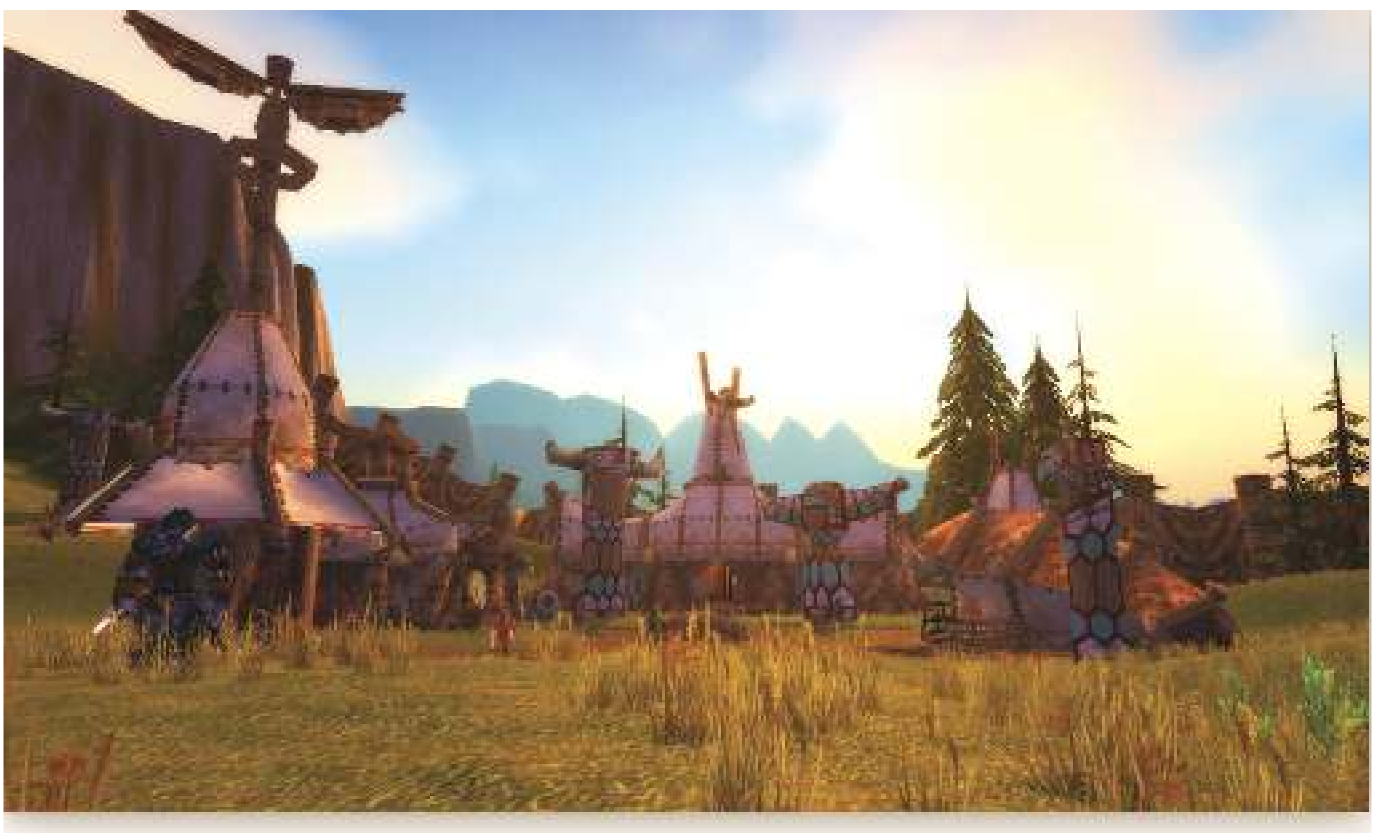
Start location: Valley of Trials in Durotar



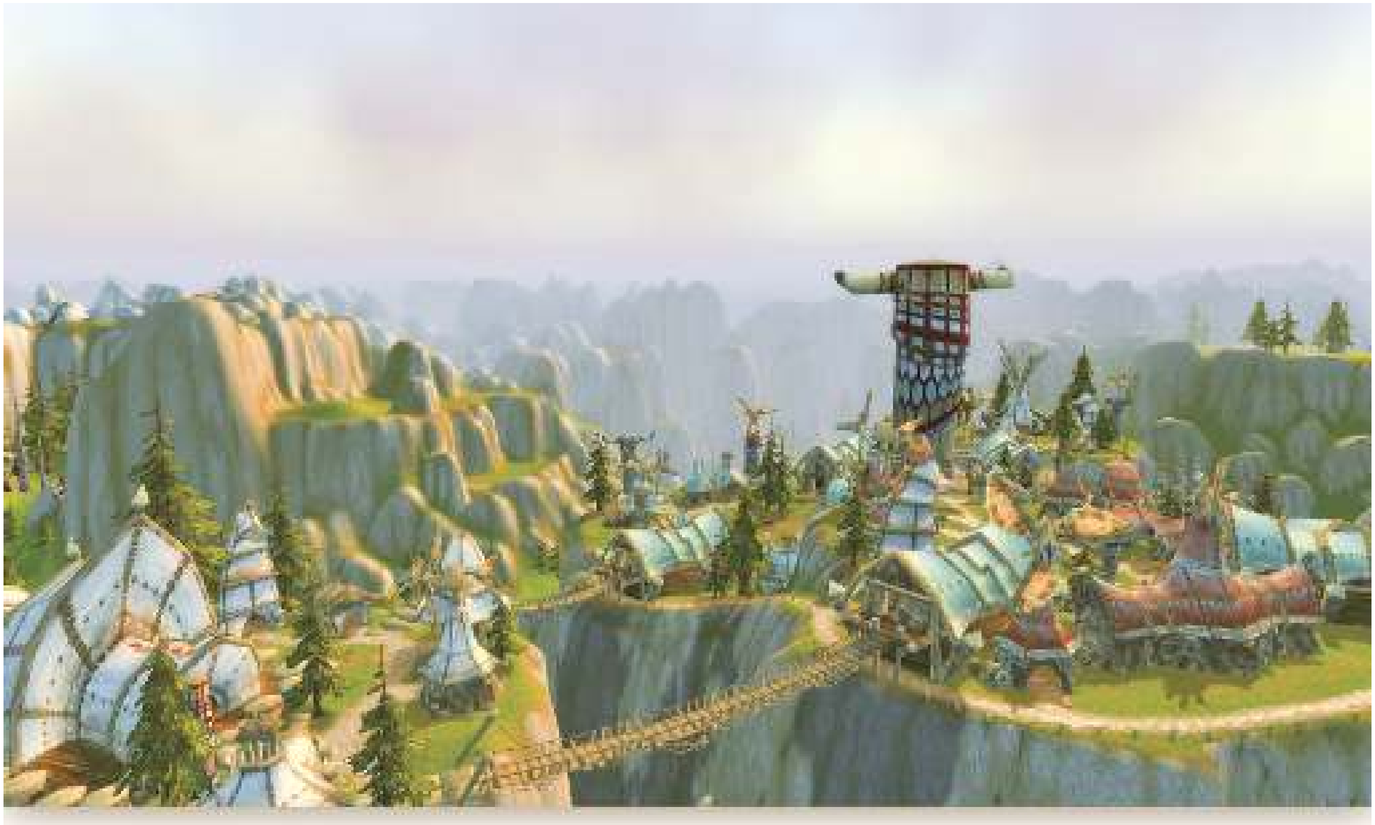

AVAILABLE CLASSES
DRUID
HUNTER
MAGE
MONK
PALADIN
PRIEST
ROGUE
SHAMAN

The Tauren are a spiritual and nomadic race, wandering the plains for survival and seeking the will of the Earth Mother. Though inherently peaceful, hunting skills are prized as being part of the natural order. Tribal in nature, the Tauren have united under the rule of Cairne Bloodhoof in majestic Thunder Bluff.

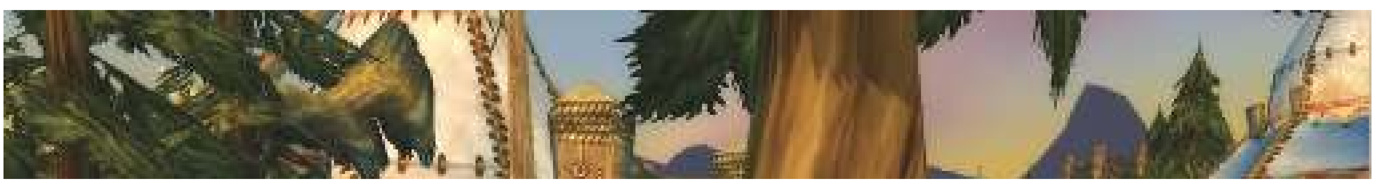
Tauren are 6-7 feet tall, with very large bulk and weight. Tauren have long tails, bipedal hooves, and only three fingers per hand. Both males and females have horns of varying size and shape.



Start location: Camp Narache in Mulgore



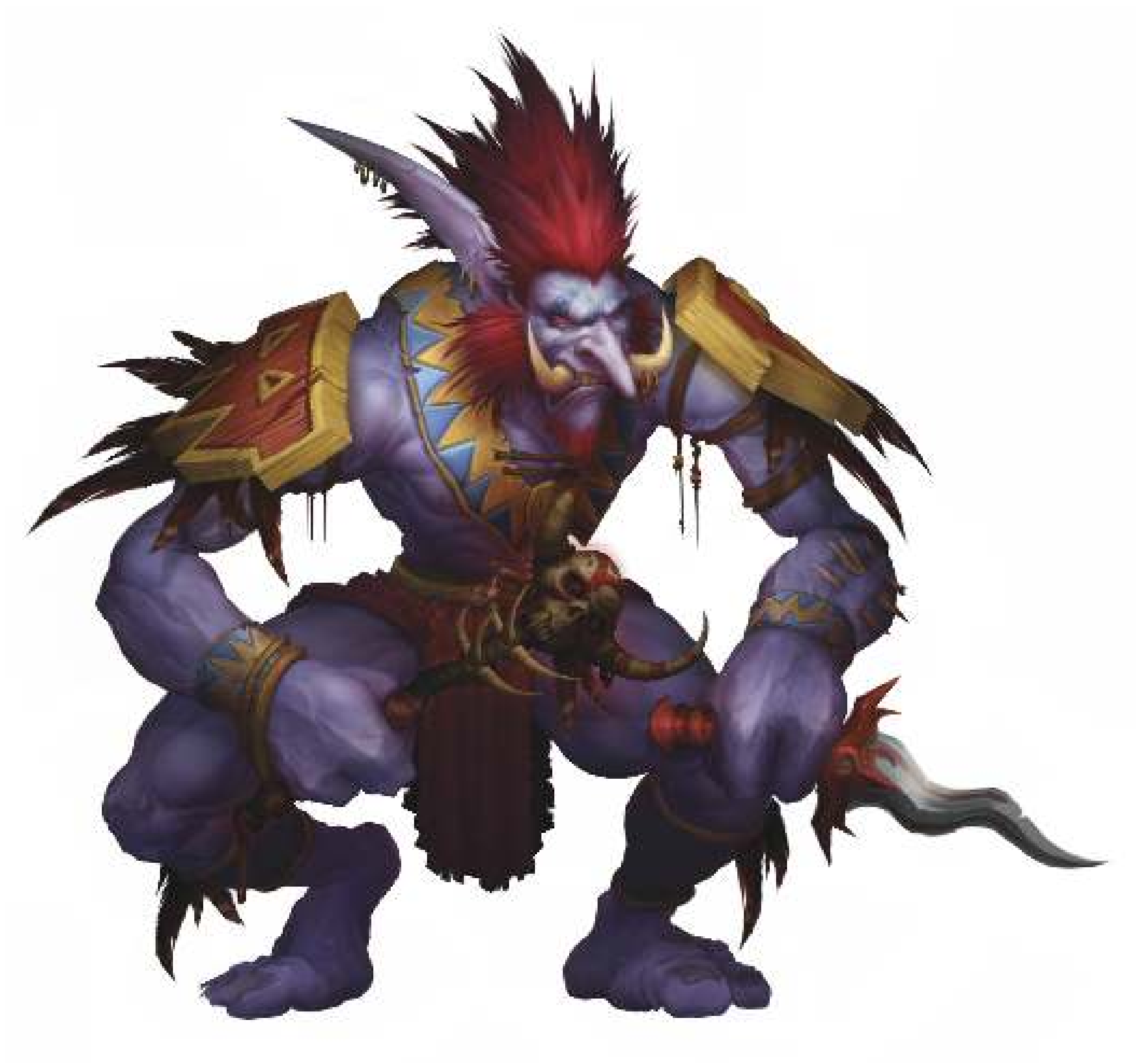
Home city: Thunder Bluff

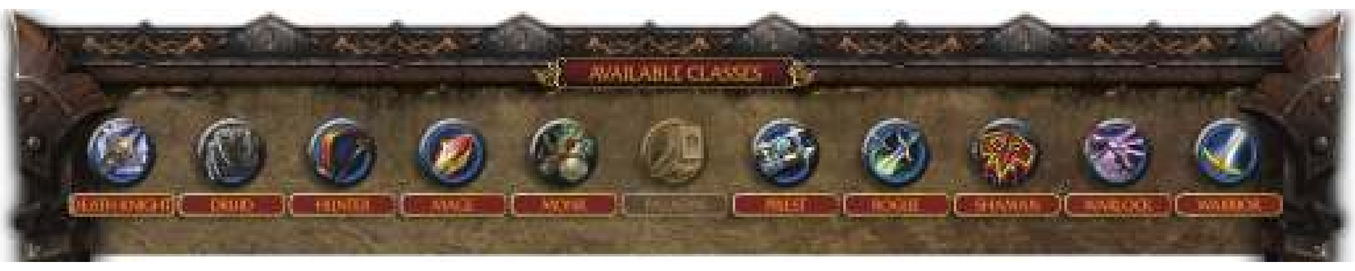


WORLD OF WARCRAFT
WARLORDS of DRAENOR

RACES OF THE HORDE

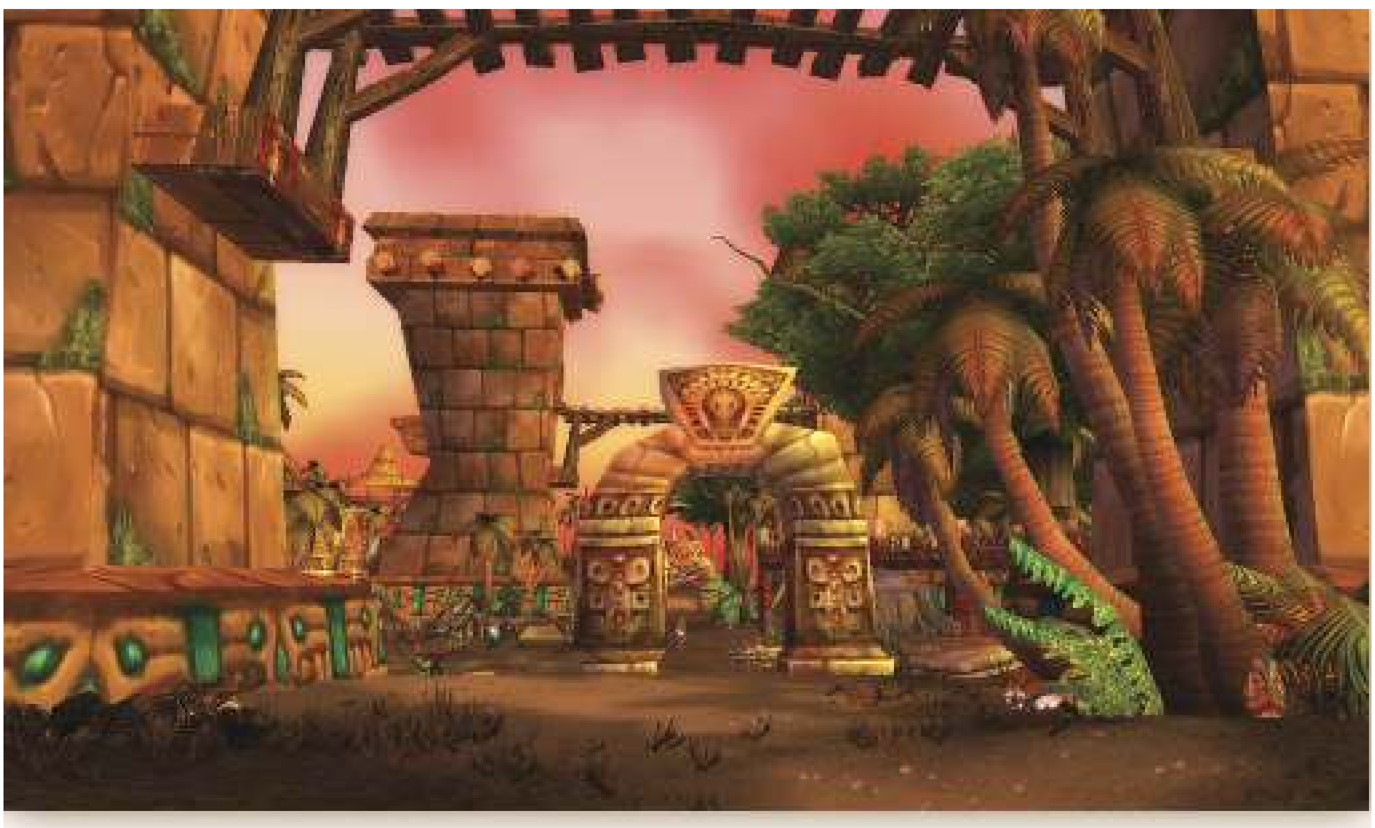
Troll



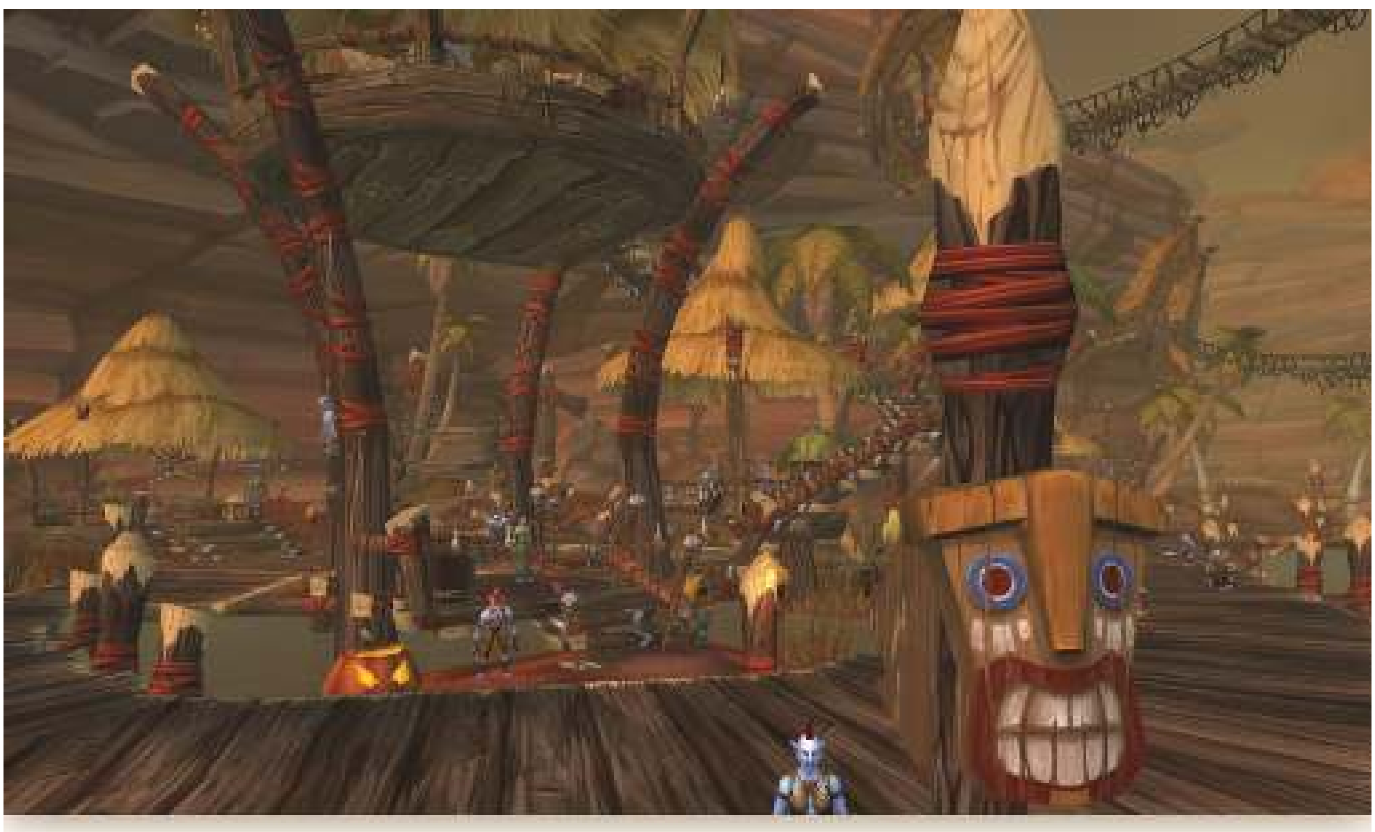

AVAILABLE CLASSES
DEATH KNIGHT
DRUID
HUNTER
MAGE
MONK
PALADIN
PRIEST
ROGUE
SHAMAN
WARLOCK
WARRIOR

The Darkspear Trolls fled Stranglethorn Vale after generations of wars with other troll tribes and invaders. The Orcs offered the Trolls a new homeland in Durotar. Sen'jin Village is named in honor of the Trolls' fallen leader. This was the temporary settling point for the Trolls, but they've now pushed out to the Echo Isles, just off the Durotar coastline.

Trolls are wild, from living in the jungle, and superstitious, due to their tribe's spiritual practices. They are 7-8 feet tall, the tallest race in Azeroth. Males frequently squat in place, but females do not. Trolls have three fingers per hand and two toes per foot. Both males and females have a variety of tusk styles and wild hairstyles.



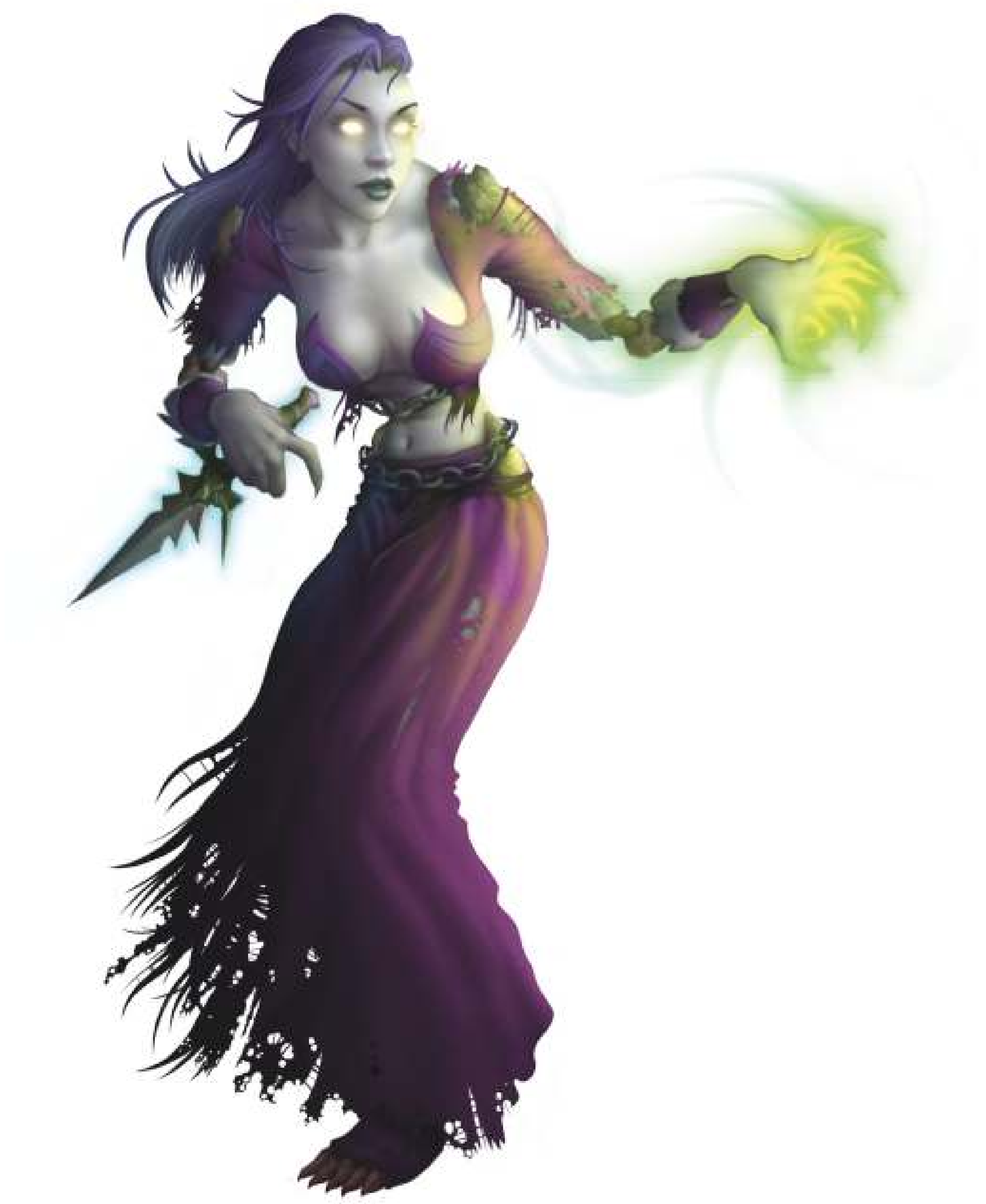
Start location: Echo Isles in Durotar

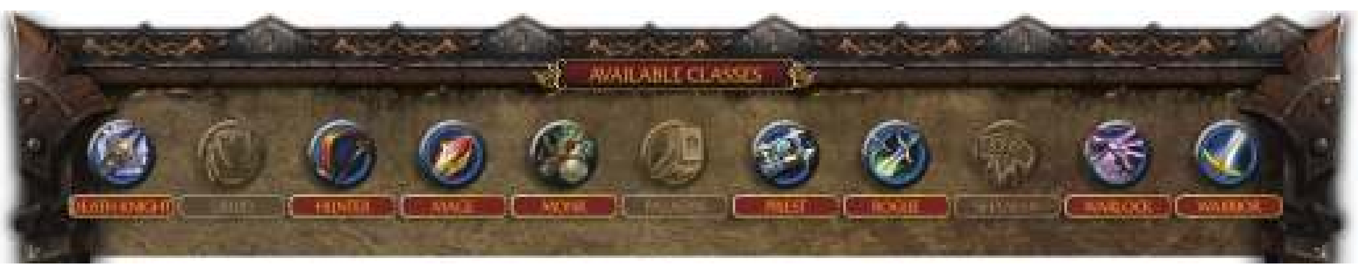


Home city: Orgrimmar (Valley of Spirits)

RACES OF THE HORDE

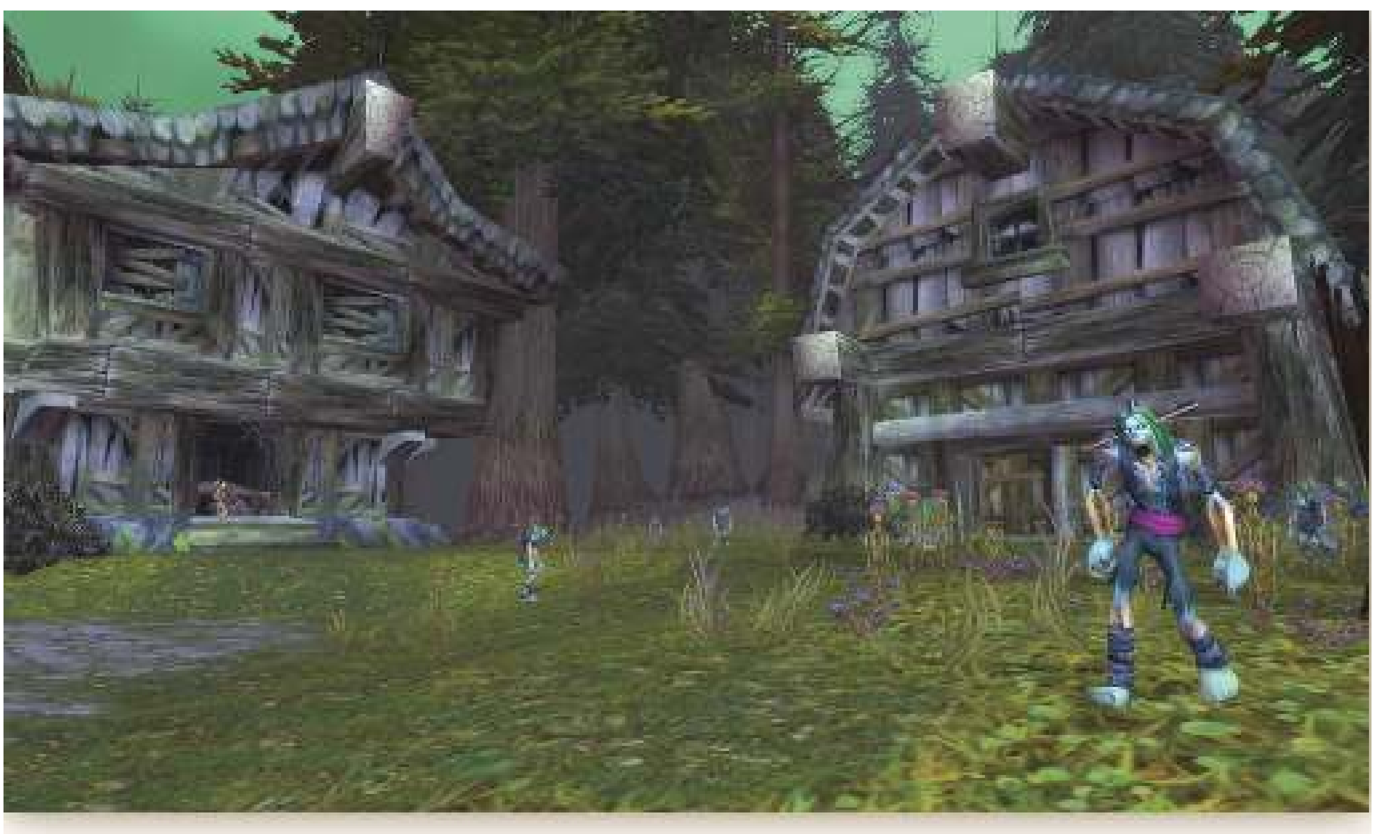
Undead



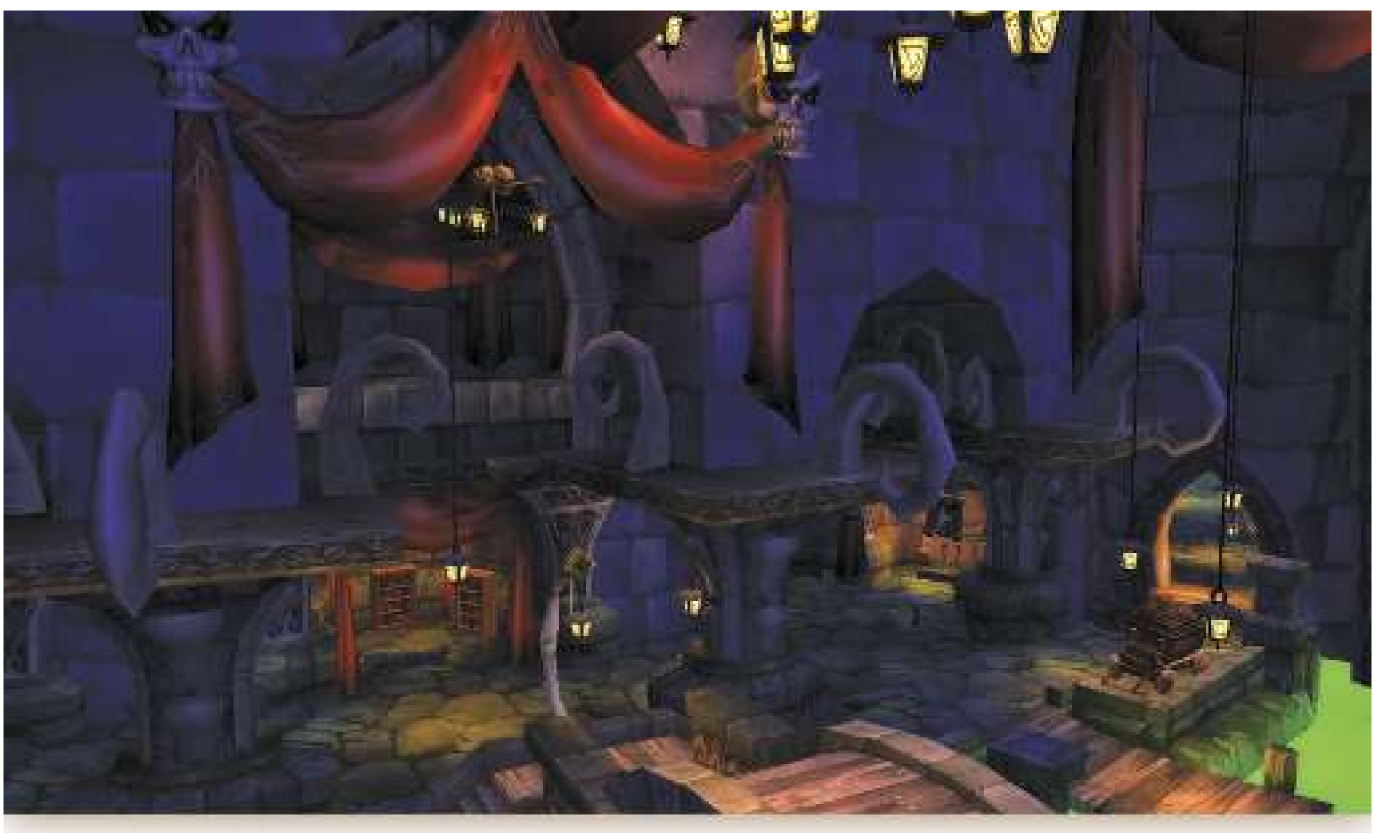

AVAILABLE CLASSES
DEATH KNIGHT
HUNTER
MAGE
MONK
PRIEST
ROGUE
WARLOCK
WARRIOR

A renegade group of undead broke away from the Scourge army and the rule of the Lich King. Led by Sylvanas Windrunner, this group of undead call themselves the Forsaken. Hated by the living but unwilling to return to the control of the Lich King, the Forsaken wage a continuous battle for their independent survival. They didn't choose undeath, but they see that it has its benefits.

Forsaken are 5-6 feet tall, scrawny, and gaunt. Their skin is deteriorating, and their hair is unkempt. Both males and females have a variety of decomposing features.



Start location: Deathknell in Tirisfal Glades

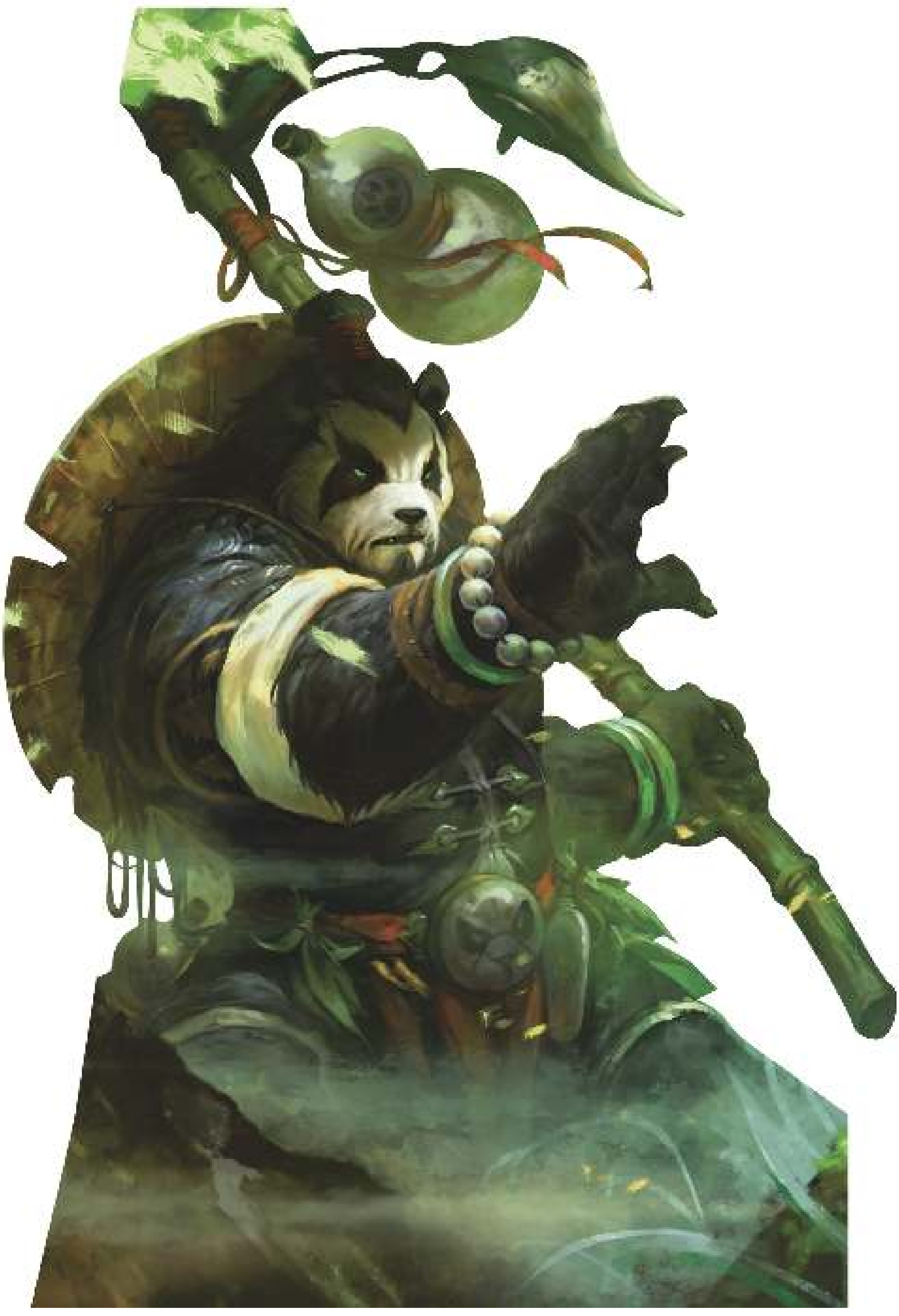


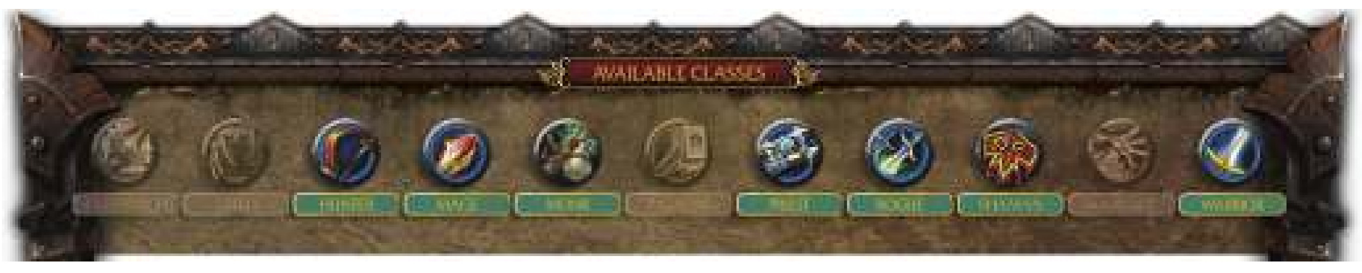
Home city: The Undercity

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

THEY WHO WALK BOTH PATHS

Pandaren

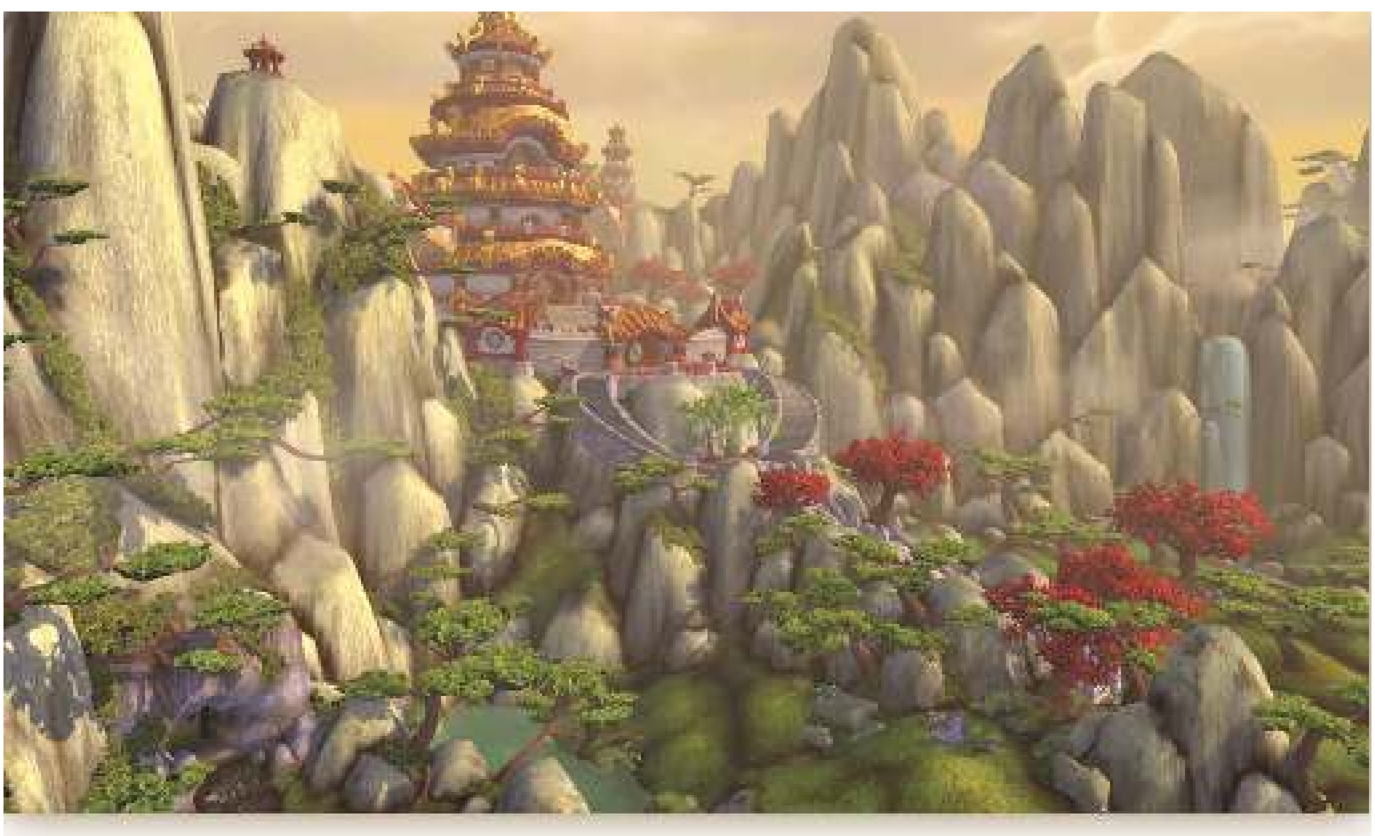




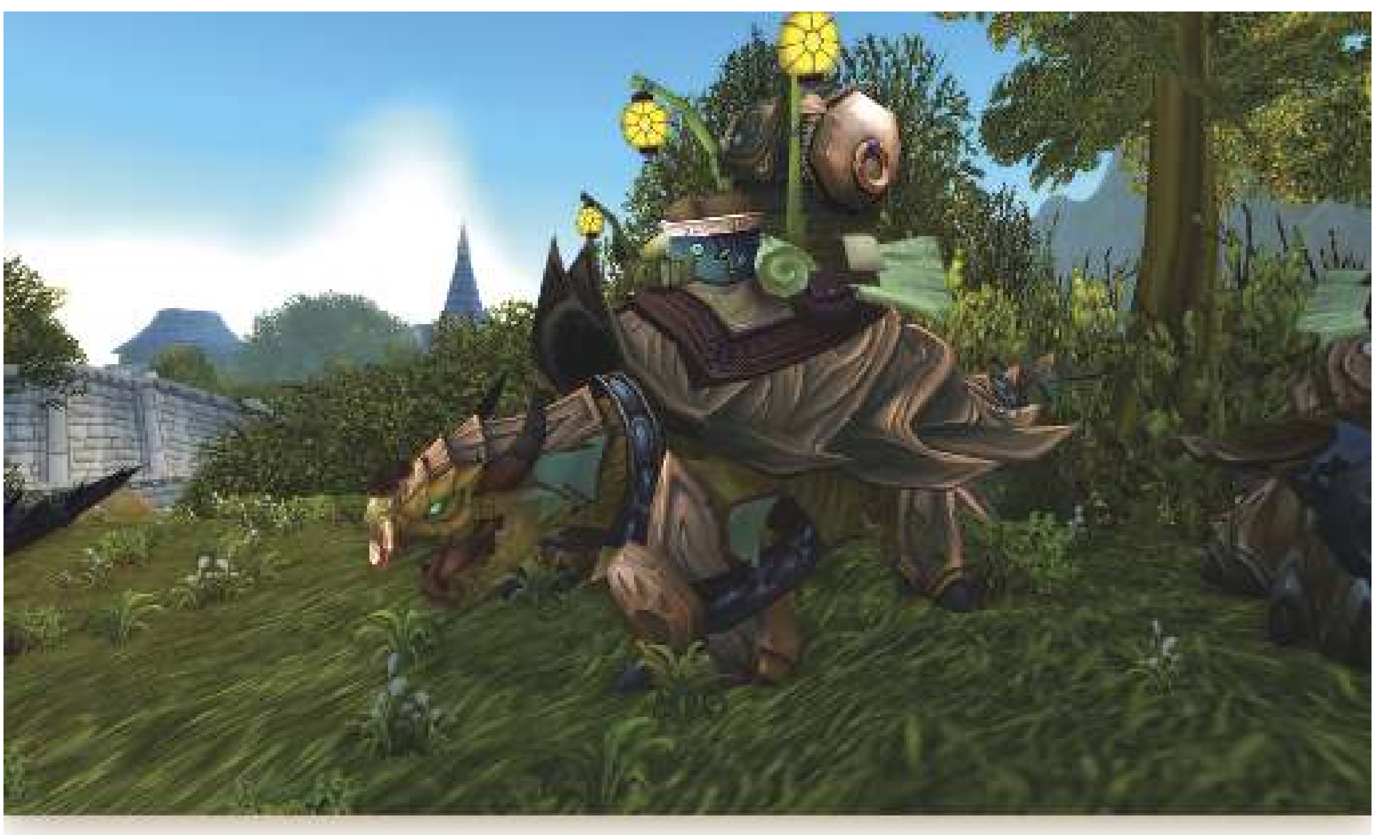
Since breaking free of the control of the mysterious race known as the Mogu thousands of years ago, the Pandaren have lived peacefully on the continent of Pandaria, and on the Wandering Isle, which is actually Shen-zin Su, the great turtle. Pandaren are known to be tenacious and have a passion for food and imbibing spirits.

Pandaren are generally between 5 and 6 feet tall, and covered in fur from head to toe. Every Pandaren has two colors of fur; one is always white but the other color ranges from black to brown to red.

Pandaren are unique among the playable races of Azeroth in that they begin as Neutral, part of neither the Horde nor the Alliance. Pandaren who wish to see the rest of Azeroth must choose between the factions before they're allowed to depart the Wandering Isle.

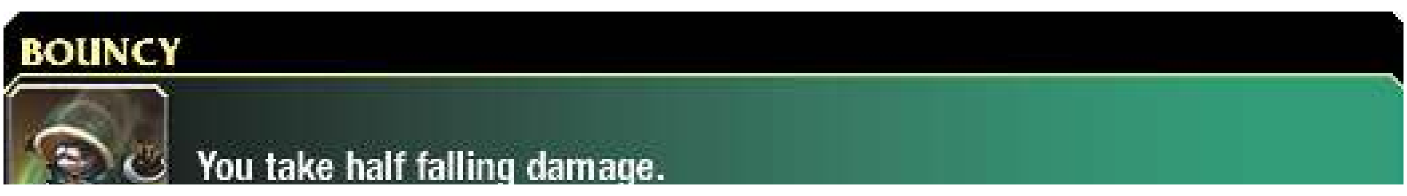


Start location: Shang Xi Training Grounds on Shen-zin Su



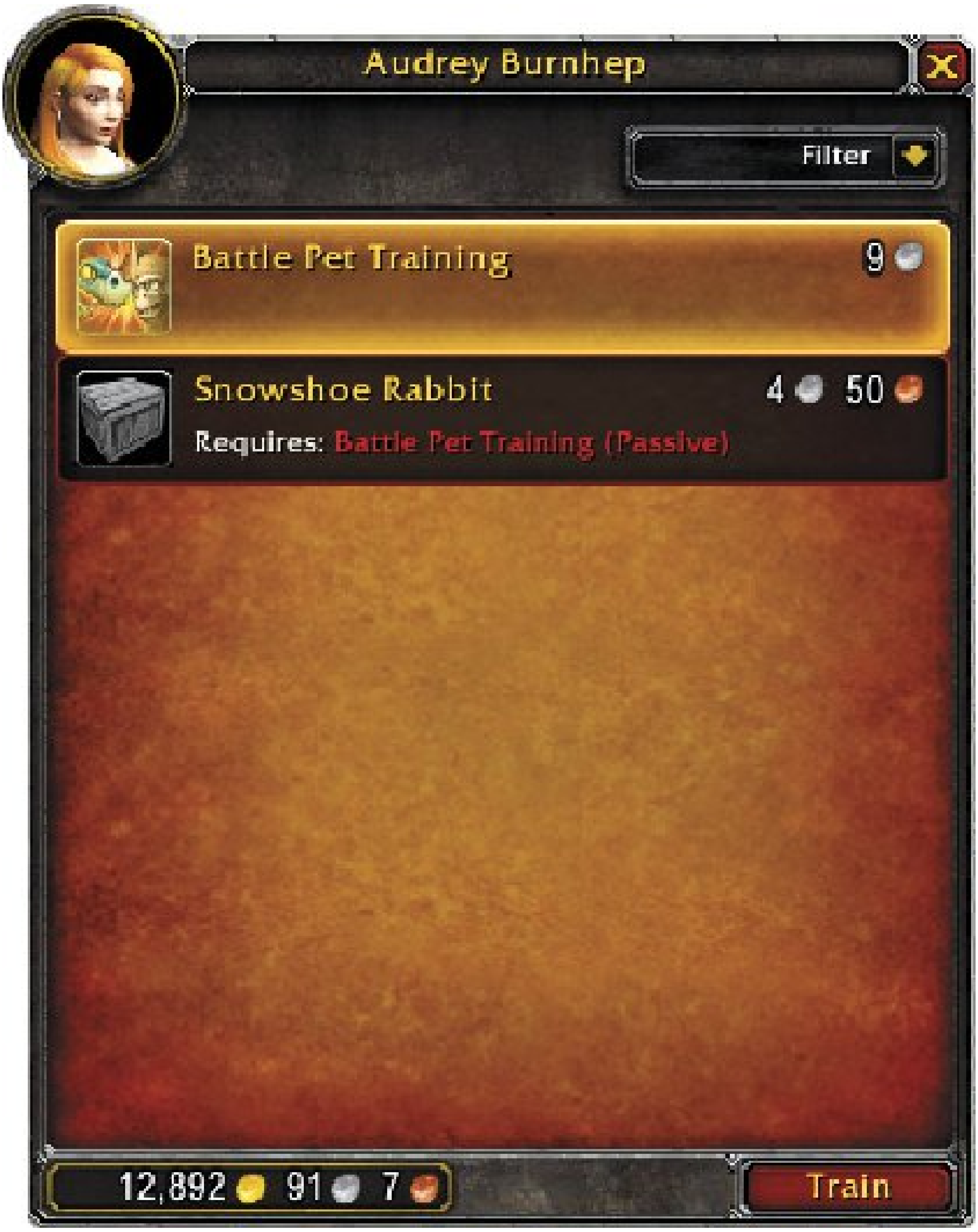
Dragon Turtle, the Pandaren Racial Mount

RACIAL ABILITIES



BOUNCY

You take half falling damage.


Audrey Burnhep
X
Filter
Battle Pet Training 9
Snowshoe Rabbit 4 50
Requires: Battle Pet Training (Passive)
12,892 91 7
Train

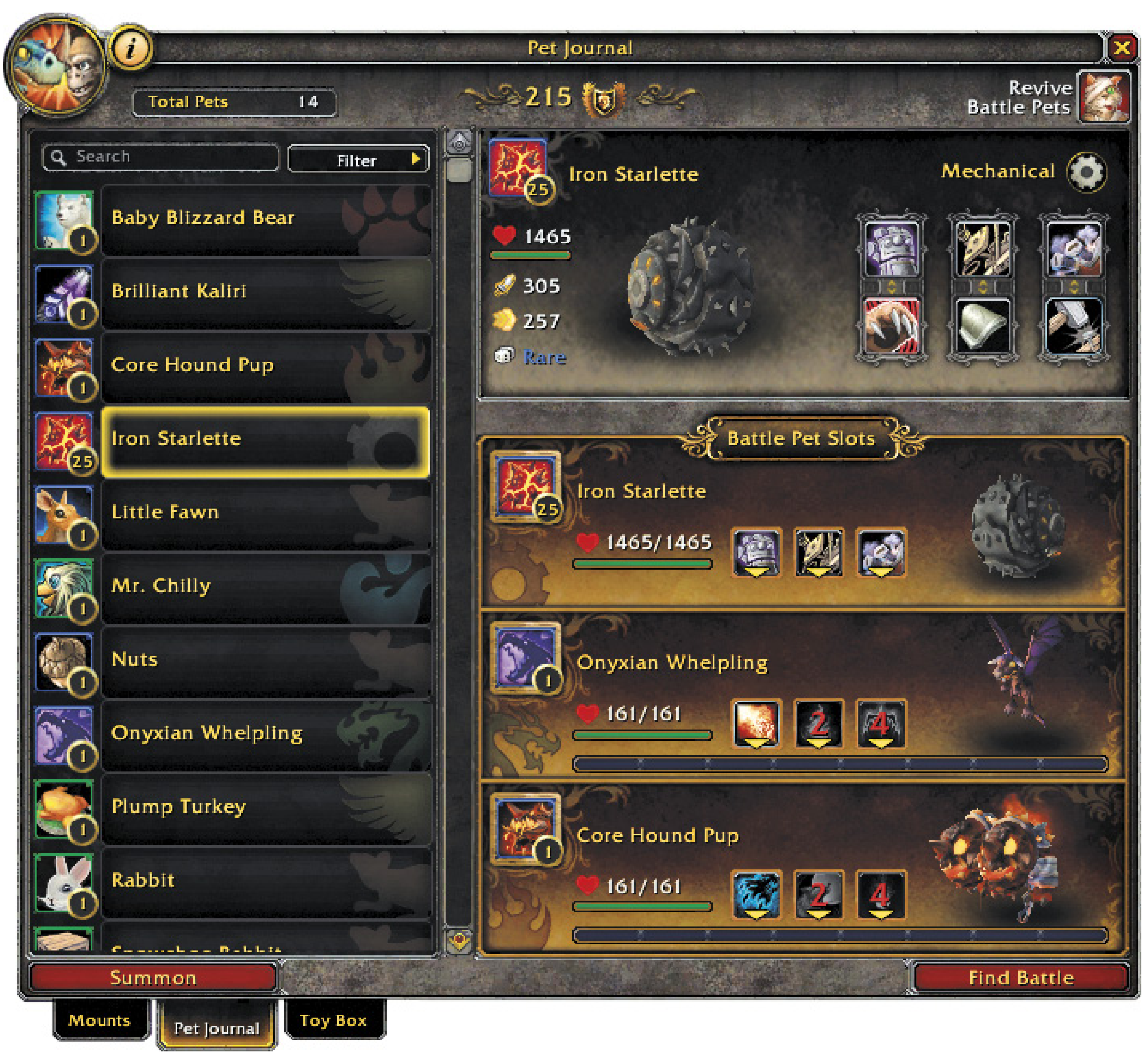
The popularity of building a collection of pets and sending them into battle continues to grow. The release of Warlords of Draenor heralds the arrival of a new wave of pets, pushing the total number available to over 1,000. If you're looking to start your own collection, or for details on how to find the newest additions to the Pet Journal, you are in the right place.

Once you get a character to level 5, look for Pet Battle Trainers in the towns nearest each race's starting locations. For example, there is a trainer in Goldshire (Elwynn Forest) and another in Razor Hill (Durotar). Each faction capital (Stormwind for Alliance and Orgrimmar for Horde) has a trainer as well. Speak with any of these trainers to learn the Pet Battles ability. These trainers also sell starter pets, based on your character's race

Trainers also offer a series of quests (starting with "Learning the Ropes") that teach you the basics of battling. Before clicking on a wild pet to start a battle, press Shift + "p" to open your Collections Window. Click on the Pet Journal tab to view your available pets. If there's a specific pet you want to use, click on the pet's icon and drag it to the top line of Pet Battle Slots. Once you click on a wild pet to start a fight, you can't switch any pets from your journal into an active slot.

BATTLE PET INFORMATION

To learn more about a specific pet, Open your Collections, and select the Pet Journal tab. The box above your Battle Pet Slots should look similar to this image.


Pet Journal
Total Pets 14
215
Revive Battle Pets
Search
Filter
Baby Blizzard Bear
Brilliant Kaliri
Core Hound Pup
Iron Starlette
Little Fawn
Mr. Chilly
Nuts
Onyxian Whelpling
Plump Turkey
Rabbit
Iron Starlette
Mechanical
1465
305
257
Rare
Battle Pet Slots
Iron Starlette
1465/1465
Onyxian Whelpling
161/161
Core Hound Pup
161/161
Summon
Find Battle
Mounts
Pet Journal
Toy Box

PETS PURCHASED FROM PET BATTLE TRAINERS

The race of your character, not the race of the trainer, determines which pet a given trainer offers to you.

ALLIANCE

Race	Pet
Draenei	Blue Moth
Dwarf	Snowshoe Rabbit
Gnome	Snowshoe Rabbit
Human	Orange Tabby Cat
Night Elf	Great Horned Owl
Worgen	Gilnean Raven

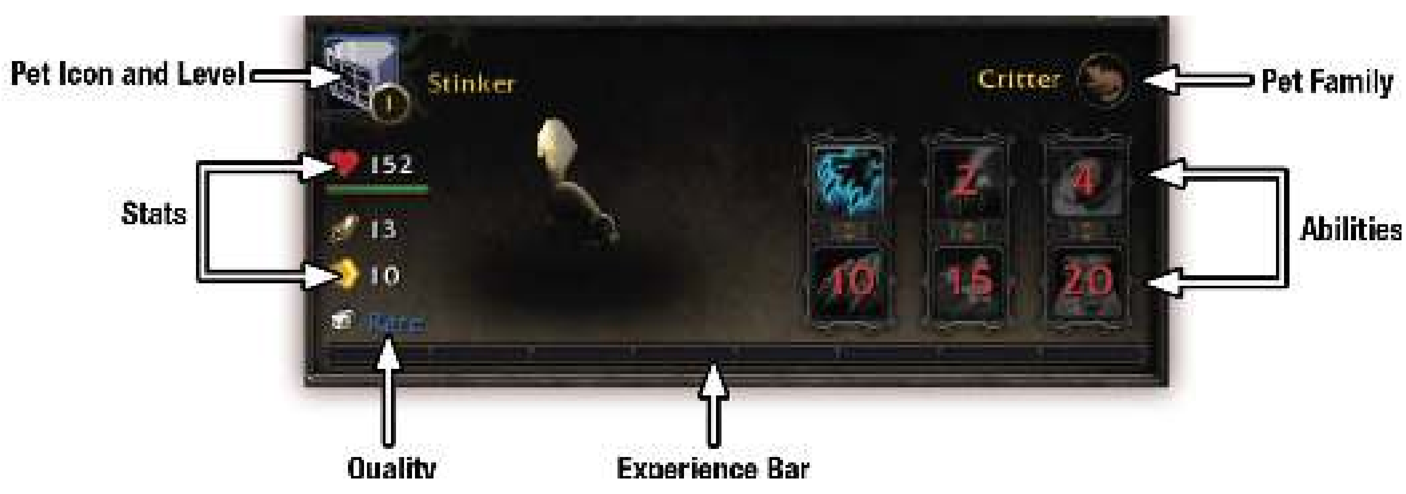
HORDE

Race	Pet
Blood Elf	Golden Dragonhawk
Goblin	Shore Crawler
Orc	Black Kingsnake
Tauren	Brown Prairie Dog
Troll	Black Kingsnake
Undead	Undercity Cockroach

PANDAREN

Race	Pet
Pandaren	Jade Crane Chick

Pet Icon And Level


Pet Icon and Level
Stinker
Critter
Pet Family
Stats
152
13
10
Rare
Abilities
10
15
20
Quality
Experience Bar

Mousing over the icon tells you how to acquire the pet and provides the creature's lore. This also works with pets you haven't yet obtained.

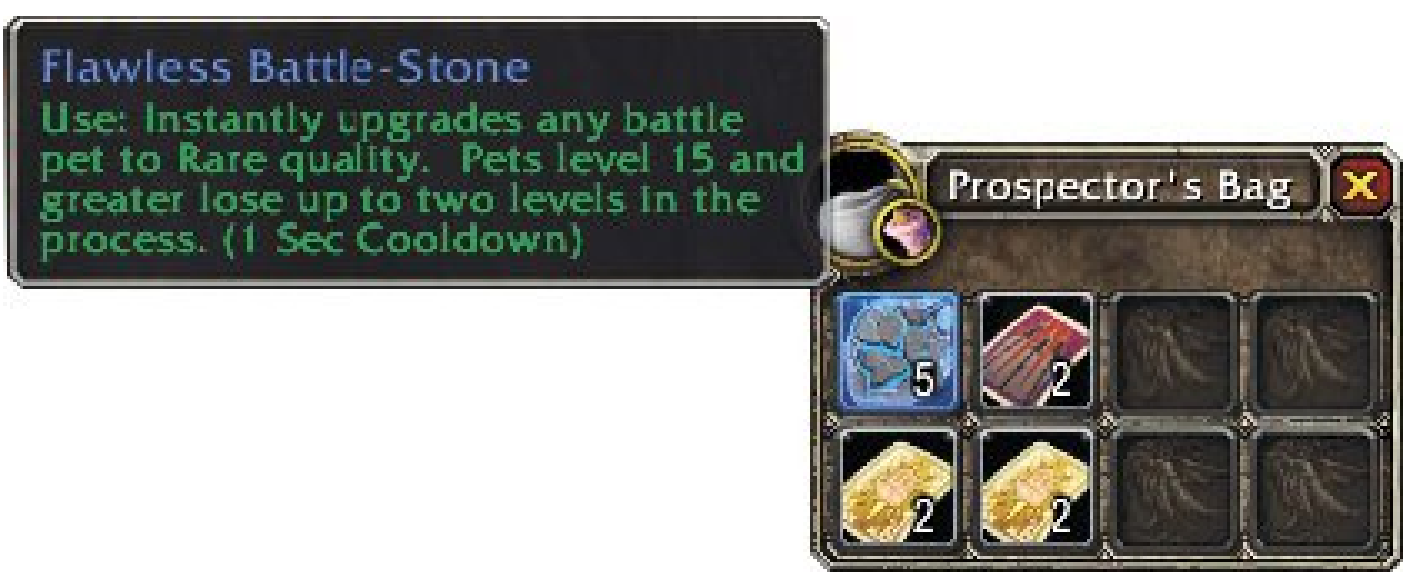
Experience Bar

Tracks how much experience a pet has earned and how much more is needed to reach the next level.

Stats

All battle pets have three stats: Health, Power, and Speed. Each stat increases as your pet gains levels.

Stat	Description
Health	Pet's maximum health. When a pet's health reaches zero, they're incapacitated and unable to continue fighting.
Power	This number determines the amount of damage a pet deals in combat. The higher the number, the more damage the pet does in battle.
Speed	Speed determines initiative, which is used to set the order in which pets act in each turn of battle.



Flawless Battle-Stone

Use: Instantly upgrades any battle pet to Rare quality. Pets level 15 and greater lose up to two levels in the process. (1 Sec Cooldown)

Prospector's Bag
5
2
2
2

Pets have an extra characteristic: Quality. Quality can be Poor (gray), Common (white), Uncommon (green), and Rare (blue). Pet Quality does not change when it is captured, nor does it change as you level up a captured pet. The only way to improve a pet's quality is through the use of a Battle-Stone.

Battle-Stones are randomly rewarded after wild pet battles, or from the pet supplies you receive after completing daily pet battle quests. Most Battle-Stones are family specific, and certain NPCs will trade your extra Battle-Stones of one family for another.

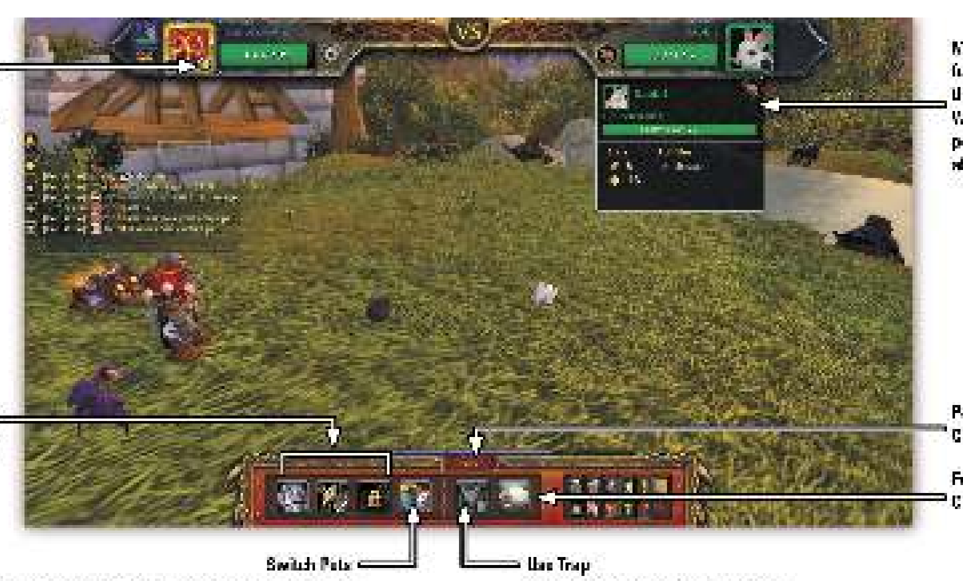
WORLD OF WARCRAFT
WARLORDS of DRAENOR

A Basic Pet Battle

Pet battles are turn-based, meaning each combatant is allowed one action each turn. Click on the icon, or press the corresponding button on your keyboard to command your pet. The battle ends when the pets on one side or the other exhaust their health, or (if you're facing another trainer) when someone Forfeits the match.

To learn more about the various abilities available to your battle pets, mouse over an ability's icon until its description appears.

Regardless of the opponent you're facing, you have the same choices on each of your turns. Keep in mind that some abilities include a cooldown. When you use one of these abilities, a number appears over the icon to indicate how many rounds must pass before the ability is ready to use again. There are also certain abilities that block some of your options for a limited number of rounds. For example, many spiders use Sticky Web to keep you from switching pets for a few rounds.



The yellow arrows on the portrait here show which pet has initiative (acts first in a given round). Keep in mind that there are a limited number of abilities that will always act first regardless of initiative.

Mouse over a pet's icon for more information about that pet. When you mouse over a pet's icon, its stats and abilities appear here.

Use an Attack or Ability
1, 2, 3 are shortcuts to your pet's abilities (you must level up your pet to unlock more abilities).

Pass
Click this button to do nothing.

Forfeit Match
Click the white flag to forfeit.

Switch Pets
4 is the shortcut for switching pets. This action always happens first, giving the opponent a free attack on your pet.

Use Trap
5 is the shortcut to try to capture a sufficiently weakened Wild Pet.

TYPES OF PET BATTLES

There are three types of Pet Battles.

PVP Battles are fought anonymously against other players. Use the Find Battle button on your Pet Journal window to find opponents.

Pet Duels are initiated with a click on another player's portrait. Select Pet Duel and wait for the other person to accept.

Wild Pet Battles are fought against wild pets. Locate a wild pet with the green paw icon floating over it and right-click it to start the fight.

You are immune to NPC damage while engaged in a pet battle, but if you're flagged for PvP, you are vulnerable to other players. Be careful where you choose to battle!

WEATHER CONDITIONS

There are a number of abilities that change the weather conditions and impact the battle. The following list provides more information about each weather condition.

Condition	Description	Ability (Family)
Raining	During a cleansing rain, the duration of hostile damage over time effects is reduced by 1 round and Aquatic pets deal 25% more damage.	Cleansing Rain (Aquatic)
Sunny Day	During a sunny day, the maximum health of all pets is increased by 50% and healing done is increased by 25%.	Sunlight (Elemental)
Scorched Earth	Deals Dragonkin damage to the front pet of both teams each round. All pets count as Burning.	Scorched Earth (Dragonkin)
Arcane Winds	During Arcane Winds, pets cannot be stunned or rooted.	Arcane Storm (Magic)
Moonlight	During Moonlight, all pets receive 25% additional healing and Magic abilities deal 10% additional damage.	Moonfire (Magic)
Blizzard	During a Blizzard, all pets are considered Chilled.	Call Blizzard (Elemental)
Darkness	During Darkness, all pets are considered Blinded and all healing received is reduced by 50%.	Call Darkness (Humanoid)
Lightning Storm	During a Lightning Storm, all pets deal bonus Mechanical damage on each attack and Mechanical abilities deal 25% additional damage.	Call Lightning (Mechanical)
Sandstorm	During a sandstorm, all pets take less damage and their accuracy is reduced by 10%.	Sandstorm (Flying)
Muddy	Muddy weather prevents any pet on the battlefield from swapping out for 3 rounds.	Mudslide (Critter)

PvP Pet Battles

When you click on the Find Battle button on your Pet Journal, you are randomly matched against other players. The game does not track your losses, only the number of times you've won. There are no rewards for PvP Pet Battles, other than earning Achievements.

Pet Duels

Pet Duels function basically the same as regular duels. Approach another character, right-click their portrait, and invite them to a Pet Duel. Pet Duels follow the same rules as regular duels, meaning you can't duel inside a city or designated sanctuary. If your PvP flag is turned on, then Pet Duels against characters of the opposite faction is not an option. You must use an area such as the sewers under Dalaran if you want to Pet Duel when characters are flagged for PvP. There are no rewards for Pet Duels, other than earning Achievements.

Pet Battles Against NPC Trainers

There are NPC pet trainers found in many locations on every world. A line of quests sends you to battle them, and you must work your way through these trainers in order to unlock the daily quests listed in your Achievements under the Pet Battles tab.

VS
1465/1469
Fangs
104/104

Pet Battles Against Wild Pets

Until you're overloaded with level 25 pets, the bulk of your Pet Battles will take place against wild pets. There are wild pets throughout Azeroth and Draenor, with most zones having at least one that appears nowhere else. These are the battles where your pets gain most of their experience points, and the means by which you add to the population of your Pet Journal.

Pets in the wild can be any level from 1 to 25 and they maintain a majority of their levels when you capture them. For example, a pet caught at level 24 can be weakened to level 22 by capture. Once they're yours, they gain experience in the same way as any other pet you own. If you want to go after higher level wild pets, you must look in increasingly higher level zones.

Acquiring New Pets

- Wild pets are numerous, and make up a large portion of your Pet Journal. However, there are other ways to acquire pets, such as:
- Purchasing from vendors with in-game currency
- Completing Achievements
- During World Events
- Purchasing from the Blizzard Store
- Redeeming codes found in the World of Warcraft Trading Card Game
- Crafted with professions
- Completion of quests

World Drops (includes Dungeons and Raids)

PET BATTLES
Pets Added for Warlords of Draenor

The following table covers the initial wave of pets added with Warlords of Draenor. More pets will be added over time, but use this list to get started on building your Battle Pet collection.

Battle Pets

Pet	Type	icon	Source	Note/Region	Lore
Albino Chimaeraling	Dragonkin		Quest: Mastering the Menagerie	N/A	Both heads are equally fearsome on the terrifying chimaera, each capable of its own unique breath attack.
Albino River Calf	Beast		Vendor: Mimi Wizzlebub, Gazrix Gearlock	Reputation: Steamwheedle “Preservation Society”	Their white hide would make them vulnerable to sunburn, if it wasn’t as thick as plate armor.
Amberbarb Wasp	Flying		Pet Battle	Gorgrond	Amberbarbs often try to provoke larger creatures to attack it. Once their victim strikes them, they will retaliate with the entire hive.
Ancient Nest Guardian	Mechanical		Profession: Archaeology	N/A	The ancient nest guardian was designed with the unthinkable in mind: to hate cats.
Axebeak Hatchling	Flying		Pet Battle	Gorgrond	The edges of its beak are particularly sharp. Watch your fingers during feeding time!
Blazing Cindercrawler	Elemental		World Event: Midsummer Fire Festival	Midsummer Merchant	Tiny, incinerated corpses of various insects line its cage.
Bloodsting Wasp	Flying		Pet Battle	Spires of Arak	Contrary to popular belief, bloodsting wasps do not feed on blood, but love.
Bone Wasp	Flying		Faction Vendor	Reputation: Laughing Skull	One ogre ritual involves cupping a bone wasp in their hands and shaking vigorously. The venom increases strength and invokes vivid imagery.
Brilliant Bloodfeather	Flying		Pet Battle	Talador	The bloodfeather is completely fearless, fanning out its feathers and charging any threat.
Brilliant Spore	Flying		Drop: Rotcap	Spires of Arak	Brilliant spores are very rarely seen, found deep under the waves of Draenor within the darkest corners of the Zangar fungal encroachment.
Bush Chicken	Critter		World Event: Pilgrim’s Bounty	N/A	Following their introduction to the mainland by the goblins, Bush Chickens have become the entre du jour for Pilgrim’s Bounty due to their high deliciousness and low intelligence.
Crazy Carrot	Elemental		Vendor: Naron Bloomthistle	Garrison (Herb Garden)	Left to their own devices, carrots will simply lose their minds.
Crimson Spore	Flying		Drop: Strange Spore	Gorgrond	A spore plucked from the Crimson Fen, an area of Gorgrond that was swallowed when Draenor was torn apart by nether magics.
Cursed Birman	Undead		World Event: Hallow’s End	Vendor: Chub (Tirisfal Glades), Vendor: Dorothy (Stormwind)	One of this cat’s nine lives has returned to haunt the living by yowling loudly when you’re trying to sleep.
Deathwatch Hatchling	Beast		Vendor: Guild Vendor	Stormwind, Orgrimmar	This hatchling has an unusual sense that allows it to detect and follow along with alpha predators.
Doom Bloom	Elemental		Drop: Mandrakor	Gorgrond	A clear indication why goblin fertilizers should be used sparingly.
Draenei Micro Defender	Mechanical		Vendor: Vindicator Nuurem	Reputation: Council of Exarchs (Revered)	While these tiny mechanical guardians were created to protect domesticated elekks from pests, they also turned out to be really good at giving back massages.
Elekk Plushie	Magic		Profession: Tailoring	N/A	This adorable little elephant is always there for you.
Everbloom Peachick	Flying		Quest: For The Birds	Garrison (Inn)	These tiny creatures seem to favor big, fluffy nests, preferably atop an animal-loving dryad.
Eye of Observation	Magic		Drop: Oromo the Observer	Talador	You’ll always feel like... something is watching you.
Firewing	Flying		Quest: Mastering the Menagerie	N/A	Don’t line her cage with paper unless you want a fire.
Flat-tooth Calf	Beast		Pet Battle	Talador	Surprisingly quick when provoked, but easily calmed with a meal of Nagrand arrowbloom.
Forest Sproutling	Elemental		Vendor: Mimi Wizzlebub, Shadow-Sage Brakoss	Reputation: Steamwheedle “Preservation Society”	From seed to flower, a tiny terror is grown.
Frostshell Pincher	Aquatic		Pet Battle	Frostfire Ridge	The frostshell pinchers build up layers of ice to give them the extra protection from larger predators.
Frostwolf Ghostpup	Undead		Profession: Archaeology	N/A	The little wolf told to stay. Watching, waiting, for vacant prey. Too proud to leave, she slipped away. Unburdened now, forever free to play.
Frostwolf Pup	Beast		Vendor: Beska Redtusk	Faction: Frostwolf (Revered)	These pups are bundles of fur and teeth until they grow up, at which point they are really just teeth.
Fruit Hunter	Flying		Drop: Wiggling Egg	Frostfire Ridge	This anxious avian has a voracious appetite for fruit.
Ghastly Kid	Undead		Quest: Mastering the Menagerie	N/A	In the ultimate demonstration of stubborness, this once-living nannie simply refused to die.
Golden Dawnfeather	Flying		Pet Battle	Spires of Arak	It’s said the feathers glitter like gold when the rising sun shines upon them.
Hatespark the Tiny	Elemental		Drop: Ragnaros the Firelord	Zone: Molten Core (Anniversary Edition)	His hate is not diminished by size.
Hydraling	Aquatic		Drop: Vasha’s Egg	Spires of Arak	The hydraling can be an expensive pet, as it is capable of eating from three food bowls at the same time.
Icespine Hatchling	Beast		Pet Battle	Frostfire Ridge	Equipped with extremely sharp claws, these frigid hatchlings dig through thick layers of ice and rock for shelter.
Ikky	Flying		Quest: Ikky’s Egg	Spires of Arak	Kaliri hatchlings feast on grubs when they’re young, and eventually graduate to anything smaller than themselves.
Iron Starlette	Mechanical		Quest: Report to the King (A), Quest: Warning the Warchief (H)	Blasted Lands	This massive weapon of destruction has been miniaturized for use in the garden. Moles beware!
Ironclaw Scuttler	Aquatic		Pet Battle	Frostfire Ridge	With claws that can crush a platemail gauntlet, it’s best to handle with care.
Junglebeak	Flying		Pet Battle	Gorgrond	The colorful plumage from these birds are highly sought after by collectors. It is rumored that wearing these feathers will bring you good luck.
Kaliri Hatchling	Flying		Vesharr	Spires of Arak	Hunted to near extinction for its feathers, this kaliri has developed keen senses.
Kelp Scuttler	Aquatic		Pet Battle	Draenor	They will cover themselves in seaweed and other ocean foliage to get the upper claw on their prey.
Land Shark	Aquatic		Vendor: Nat Pagle	Garrison	After birth, newborn sharks quickly flee their hungry mothers. Their early independence makes them dangerous, even while young.
Lanticore Spawnling	Dragonkin		Drop: The Lanticore	Upper Blackrock Spire	No one knows what deep part of Blackwing Descent the Lanticore was kept in, but it probably smelled pretty awful.
Leatherhide Runt	Beast		Pet Battle	Nagrand	Many years ago, an ogre tried to use a leatherhide runt as kickball. He was forever known as Onefoot afterwards.
Lifelike Mechanical Frostboar	Mechanical		Profession: Engineering	N/A	After many complaints that taming young boars was a painful experience, engineers came to the rescue with this creepily lifelike model.
Lil’ Leftovers	Magic		Profession: Cooking	N/A	Cute enough to eat, but not recommended.
Lovebird Hatchling	Critter		World Event: Love is in the Air	Vendor: Lovely Merchant	Of course there are hatchlings, they’re called Lovebirds aren’t they?
Meadowstomper Calf	Beast		Quest: New Babies	Nagrand (Draenor)	The intelligence and caring nature of elekk calves make them a stalwart lifelong companion.
Mechanical Axebeak	Flying		Profession: Engineering	N/A	Squeeeeawk!
Mechanical Scorpid	Mechanical		Profession: Engineering	N/A	Iron, iron, steel and fire. Bellows, gears, plates, and wire.
Moonshell Crab	Aquatic		Pet Battle	Shadowmoon Valley	The moonshell crab reflects light so well that they can be picked up and used as a mirror. Just keep your face away from the claws!
Mossbite Skitterer	Beast		Pet Battle	Shadowmoon Valley	Camoflauged like moss, the skitterer will hide in trees and leap on their victims from above.
Mud Jumper	Aquatic		Pet Battle	Nagrand, Spires of Arak	Orcish children have a tradition where they sneak up on a mud jumper and whisper a secret they wish to come true.
Mudback Calf	Beast		Pet Battle	Gorgrond	Surprisingly quick when provoked, but easily calmed with a meal of Nagrand arrowbloom.
Mystical Spring Bouquet	Flying		World Event	Vendor: Noblegarden Merchant	Animated by magical means, and chlorophyll.
Netherspawn, Spawn of Netherspawn	Magic		Drop: Netherspawn	Nagrand	This slime has a confusing lineage.
Nightshade Sproutling	Elemental		Profession: Herbalism	N/A	From seed to flower, a tiny terror is grown.
Ore Eater	Humanoid		Profession: Mining	N/A	They eat and eat and eat, until they grow large. Then they eat some more.
Puddle Terror	Aquatic		Quest: Mastering the Menagerie	N/A	Living so closely to the water’s surface, the puddle terror is not only friend to all aquatic creatures, it is one.
Pygmy Cow	Critter		Drop	Garrison (Barn, Rank 3)	Originally bred to make milk more palatable for gnomes.
Royal Moth	Flying		Pet Battle	Shadowmoon Valley, Talador	Their deep purple wings are highly sought after by ogre magi believing that they can bring prolonged life when added to potions.
Royal Peacock	Flying		Achievement: Draenor Safari	Unique	A single peacock feather is often laid upon a grave to ward off evil spirits.
Sea Calf	Aquatic		Profession: Fishing	Garrison (Vendor: Nat Pagle)	The sea calf has a natural affinity for balancing things.
Sentinel’s Companion	Flying		Quest: Little Sister Lost	N/A	The companion of a night elf sentinel, rarely given out a a gift.”
Servant of Demidos	Magic		Drop: Demidos	Shadowmoon Valley	Demidos created a great many servants when he was hosting parties for other void lords.
Sky Fry	Flying		Reputation Vendor	Reputation: Sha’tari Skyguard	Playing fetch with a ray is always fun. You don’t even have to aim.
Sky-Bo	Mechanical		Drop: Blingtron 5000 Gift Package	N/A	The Sky-Bo was originally designed by the infamous Millie Watt as a toy for her cat. The cat just slept in the box next to it.
Son of Sethe	Undead		Vendor: Ravenspeaker Skeega, Gazrix Gearlock	Reputation: Outcast Arakkoa	Godlike being now in travel size.
Soul of the Forge	Elemental		Profession: Blacksmithing	N/A	When forging enchanted steel, bits of magic seep into the coals. Over a period of years, decades even, the unbound energy slowly takes form, creating a tiny elemental being of immense fortitude.
Stonegrinder	Mechanical		Drop	Talador	The master-crafted gear assembly and precision joints in this robot are clearly made with love.
Stormwing	Flying		Achievement: So. Many. Pets.	N/A	Half bird, half elemental, the beautiful Stormwing is truly capable of shock and awe.
Stout Alemental	Elemental		World Event: Brewfest	Vendor: Belbi Quikswitch (Dun Morogh), Vendor: Bliz Fixwidget (Durotar)	The Pandaren Brewmasters accidentally brought a barrel of Uncle Gao’s last sentient batch of brew with them to Brewfest.
Sun Sproutling	Elemental		Quest: Mastering the Menagerie	N/A	From seed to flower, a tiny terror is grown.
Sunfire Kaliri	Flying		Quest: Mastering the Menagerie	N/A	Legend says the Sunfire Kaliri flies into the sun itself when it is ready to die.
Swamplighter Firefly	Flying		Pet Battle	Spires of Arak	Scholars have debated at length about how fireflies glow, but the leading hypothesis is “magic.”
Syd the Squid	Magic		Drop: [Greater Darkmooon Pet Supplies]	Darkmoon Island	This tiny squid seems to enjoy wearing pants, but where in the world would you find some that fit?
Teroclaw Hatchling	Flying		Drop: Teroclaw Next	Talador	The teroclaw is a potent hunter of the small and furry.
Trunks	Magic		Achievement	An Awfully Big Adventure (Pet Battles)	A magical friend created with equal parts adventure and spirit.
Twilight Wasp	Flying		Pet Battle	Frostfire Ridge, Gorgrond	In the moonlight their wings create a glittering aura, giving the illusion of twinkling starlight.
Umbrafen Spore	Flying		Drop: Strange Spore	Shadowmoon Valley	The deep blue Umbrafen would later become home to a tribe of Broken.
Waterfly	Flying		Pet Battle	Shadowmoon Valley, Talador	The watefly uses the surface of the water to reflect the light from their abdomen to attract mates.
Weebomination	Undead		Quest: Mastering the Menagerie	N/A	Made from bits and pieces of vanquished battle pets, dark magic, and just a pinch of love.
Widget the Departed	Undead		World Event: Hallow’s End	Vendor: Chub (Tirisfal Glades), Vendor: Dorothy (Stormwind)	Not even death would stop this kitten’s insatiable curiosity.
Wood Wasp	Flying		Pet Battle	Gorgrond	The wood wasps make their nests in dead or hallowed out trees, and they are quick to attack anything that threatens their home.
Zangar Crawler	Aquatic		Pet Battle	Shadowmoon Valley	They feed off of the nutrient-rich fungal spores which give these crabs the distinct coloring of their shells.
Zomstrock	Undead		Drop: Reanimated Darktide Boneshell, Darktide Husk	Shadowmoon Valley	Zomstrok is evil incarnate, the unholy mistake of someone maddened by isolation, a creation that could not be undone.

PROFESSIONS

Introduction

Each character can learn two major Professions and as many secondary Professions as are available in the game. These modes of character progression are optional; you can avoid them entirely if you want. However, there are advantages to having these skills. Many Professions let you craft items for yourself and others. Many of these items are directly useful to your character, like armor, weapons, potions, and flasks. Other items, like mounts, pets, and toys, aren't necessarily there to improve your character's performance, but they are all kinds of fun!

To learn a Profession while leveling on Azeroth, you must follow a process:

1. Learn the Apprentice level from a Profession Trainer.

2. Learn specific recipes from the trainer.

3. Acquire any necessary tools or ingredients in the recipes.

4. Create items from the recipes; this activity also increases your skill level in your chosen Profession.

5. Return to #2. Repeat.

6. Every 75 points, you need to find a trainer so your character can advance to a new grade of that Profession. Not all trainers teach every recipe, so you may need to search out various factions and vendors in the world as you reach higher levels.

LEVEL 90 BOOST PROFESSIONS

If you are using the level 90 boost that came with your purchase of Warlords of Draenor, Professions are going to work a little differently. Your boost can be used to create a brand-new character, or to boost an existing character. What you choose will influence how you train and level your Professions.

If you boost an existing character of level 60 or higher, your Primary Professions and your First Aid will be automatically leveled to rank 600. Secondary Professions will not be affected. If you don't already have Primary Professions trained, two class-appropriate Professions will be chosen for you.

Character Armor Class	Professions Granted
Cloth	Enchanting, Tailoring
Leather/Mail	Leatherworking, Skinning
Plate	Blacksmithing, Mining

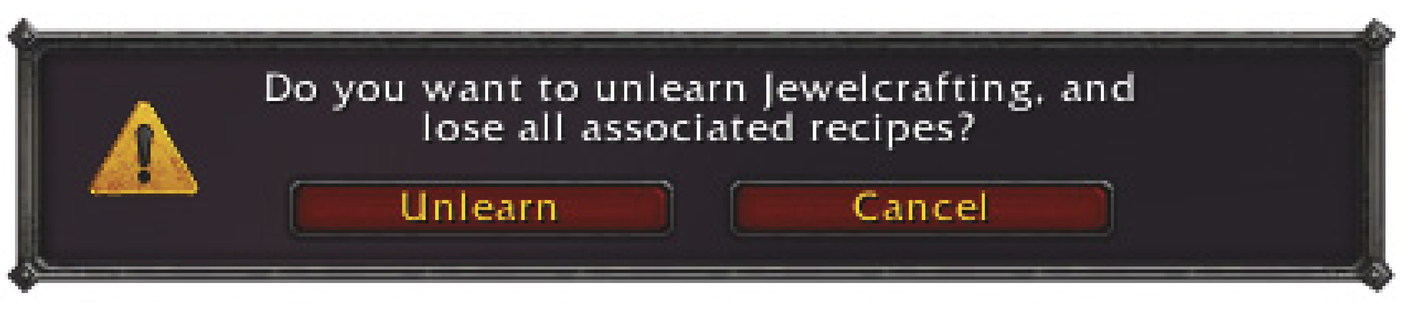
CHANGING PROFESSIONS

The game limits you to two Primary Professions, but you aren't locked into the first two you select. You can drop a Profession and learn a new one. The bad news is that you lose everything from your old Profession, so this is useful only if you find that you don't like the way a Profession progresses. When that happens, don't lament. Drop the Profession you dislike and try something new; it's better than having a slot taken up by something that you never plan on using again!

To drop a Profession, open the Spellbook (with "p") and click on the Professions tab. Look for small red symbols that look like Do Not Enter signs. These are the unlearn buttons for each Profession. Don't click on them unless you are absolutely sure that you know what you're doing. You lose everything as soon as you say "Unlearn" to the final query.

If you choose to boost a brand-new character from 1 to 90, none of your Professions will be leveled for you. However, there are new catch-up mechanics in place to increase your Profession skill as you level. You won't need to go back to Azeroth to train your Professions from 1-600; you can simply do so while you're questing and playing through Draenor's content.

You can choose either of the two methods to level your Professions. If you're taking your time and leveling a brand-new character from level 1, you should probably choose your Professions early, and level them as you level. Your Professions will usually provide useful items you can use as you are leveling. If you simply want to head to Draenor as quickly as possible, you can forgo Professions altogether, until you reach Draenor. Make sure you have at least trained in two Primary Professions before you head through the Dark Portal—you don't need to worry about raising your skill level in those Professions above level 1, however.



Do you want to unlearn Jewelcrafting, and lose all associated recipes?

INCREASING YOUR SKILL AS YOU LEVEL

If you are leveling your Professions as a brand-new, non-boosted character, the process can be a little involved. The Apprentice level of a Profession covers your skill from 1 to 75. Using your Profession advances it until it hits each cap (every 75 points). When you are crafting materials to level your Profession skill, the color of the activity is your guide to its difficulty.

Green recipes are easy, yellow are moderate, and orange are harder. The harder the recipe, the more likely it is to boost your level. Some recipes will have a number next to them, in addition to a color. The number indicates how many skill points you will gain upon each successful crafting of the item.

If you need to raise your level, it's important to decide what you make. Look for pieces that require the least amount of material components but are almost certain to give you a point, or items that will give you multiple skill points per item crafted. That way, you get the most out of your materials.

Red	Your character's profession skill isn't high enough to craft an item.
Orange	Success increases your skill points every single time you complete this activity.
Yellow	There is a high chance of increasing your skill points.
Green	This activity is too easy; you aren't likely to gain points from completing it.
Grey	There isn't a chance of gaining any skill points whether you complete this activity or not.

SPACE SAVING

Almost every reagent for crafting professions now stacks to 200, which will dramatically improve your inventory space. To hold all your materials, your bank now has a reagents tab that is specifically for materials used for profession crafting. It costs 100g to unlock this tab. In addition, you no longer need to have your crafting reagents in your bag to craft items—crafting will now automatically use any items you have in your bank as well as items carried in your bags.

Once you reach 75, you cannot increase your points until you train again as a Journeyman. Each proficiency level also has a character level requirement. As your points increase, you can train in more recipes. Returning to your Profession trainer tells you when you can get more recipes or when you can train a higher proficiency. There are also many recipes hidden throughout the world, as a reward from certain quests, or as random drops. Check the Auction House for any new finds!

You might notice that the skill points for professional tiers don't add up evenly. Apprentices go from 1-75, but Journeyman can start as low as 50. This is because you can train a new tier in a Profession a bit early. That's a good idea because you don't want to hit the cap and waste any skill points. Train your skills early as long as you have the money; there are no downsides in completing your training ahead of schedule.

COMPLEMENTARY PROFESSIONS

Some Professions work extremely well when paired with another, complementary profession:

Profession	Good Additional Professions To Take
Alchemy	Herbalism, Fishing
Blacksmithing	Mining
Enchanting	Tailoring
Engineering	Mining
Herbalism	Alchemy or Inscription
Inscription	Herbalism
Jewelcrafting	Mining
Leatherworking	Skinning
Mining	Blacksmithing, Engineering, or Jewelcrafting
Skinning	Leatherworking
Tailoring	Any gathering or Enchanting

LEVELING YOUR PROFESSIONS IN DRAENOR

If you are leveling your Professions from skill level 1 on Draenor, you'll be going through a slightly different process. All Professions have special items that will unlock every level of skill all the way from 1-700, eliminating skill caps, and the need to visit a trainer while you are working on your Professions. You can simply gather, craft, and create, without worrying about having to stop what you're doing and finding a trainer to continue gaining skill points.

These special drop items are Rare quality, blue items, but they aren't difficult to obtain. Gathering Professions will simply drop off of random mobs, usually within the first starting zone of Draenor. Primary crafting Professions are learned via a dropped quest item. You'll be sent back to your Garrison, where you will begin a short series of quests. After completing the quests, you'll receive an item that will unlock the entirety of that Profession for you.

In addition, you'll receive a Level 1 blueprint for a small building tied to your existing Profession. Alchemists will receive the Alchemy Lab, Blacksmithing will receive the Forge, and so on. While you aren't required to build these buildings in your Garrison, doing so will help speed up your leveling process, and also eventually unlock the highest tier of Profession recipes available.

Gathering Professions have also been changed to make leveling a smoother process. You may now pick any herb, skin any creature, or mine any type of ore regardless of your skill level. However, your skill level now determines how much yield you get from what you are picking, mining, or skinning. If your Profession level is low, you may only get small pieces of ore, herbs, or skins. If you have enough pieces, you can combine them into one ore, herb, or skin. Once you have sufficiently increased your Profession skill, you'll begin to successfully obtain whole ores, herbs, or skins.

WORLD
WARCRAFT
WARLORDS of DRAENOR

ALCHEMY

Alchemy is one of the easier crafting professions to pick up and learn. If you want to be self-sufficient, pair Alchemy with Herbalism so that you can gather your own materials. The main components to Alchemy are herbs and vials. Other items are required for specific creations, but for the most part it's herbs and vials.

Alchemists also learn how to transmute certain items into other items. This ability often involves changing element-based items (such as Primals and Eternals) but also covers meta gems and certain ores. A Philosopher's Stone (a trinket created through Alchemy) is required for transmuting items. Transmuting an item sometimes leads to the discovery of a new recipe.

Proficiency Level Name	Character Level Minimum	Skill LevelMinimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PRACTICING ALCHEMY

Alchemists don't need to be in a special place or to have a specific item in their inventory to do most of their work; they just need their herbs and purchasable vials. Good Alchemists carry spare vials around if they plan on making any new potions out in the field. More extensive creations (like elixirs and flasks) are better to do in town, where you can be certain to have what you need.

ALCHEMY SPECIALTIES

When you reach level 68 and have an Alchemy skill of at least 325, you are given the opportunity to complete a quest that allows you to select an Alchemy specialization. Your choices are Potion Mastery, Elixir Mastery, and Transmutation Mastery.

Potion Mastery and Elixir Mastery work the same way. When you create a potion or an elixir (depending on your specialty), there is a chance you will create additional potions or elixirs of the same type with the same number of reagents. Transmutation Mastery does the same for materials that are created by any recipe tagged as a Transmute.

When you transmute any item, there is a chance you will create an additional item at no additional reagent cost. If you wish to change your specialization at any time, speak with the NPC who granted you the ability, then speak with one of the other specialists. Keep in mind that there is a cost associated with dropping a specialization.

GOBLIN BONUS

Goblins have a racial ability - Better Living Through Chemistry - which increases their Alchemy skill by 15.

MAKING MONEY AS AN ALCHEMIST

Healing and mana potions are constant points of sales because people go through them at a considerable pace. Later on, you start to see an expanding market for elixirs and their longer-term buffs. In the late game, flasks become important as well. These products are very expensive, but their effects are the strongest and they last through death (making them essential tools for raiders focusing on new content or very difficult dungeon runs).

DRAENOR ALCHEMY

Alchemy in Draenor works much differently than it does on Azeroth. Your primary ingredient for creating any flasks or potions is Alchemical Catalyst. This item can be created through a daily cooldown, but it can also be created via Work Orders processed at the Alchemy Lab. Thus, if you have both the Alchemy Lab, and Alchemy trained as a Profession, you'll be able to craft recipes much faster—because you'll be generating Alchemical Catalyst much more quickly.

Recipes learned in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Alchemy quickly while on Draenor. As you quest and complete content, you may find various Alchemy items that can be combined and turned in to your Garrison in exchange for Garrison Resources. These items will also grant you skill points when they are turned in.

Potion creation has been greatly simplified. All potions require Crescent Oil, created from a fish commonly found all over Draenor, as well as 1-3 various other Draenor resources, including ore, meat, and fish.

There are now two levels of flasks you can create. For basic flasks, you will need Alchemical Catalyst, as well as Draenor herbs. To create Greater flasks, you will need more Alchemical Catalyst, 5 of the basic level flasks, and a Sorcerous element. The Sorcerous elements, Fire, Water, Earth and Air, are magical byproducts of various professions. When you craft an item, you have a chance of also creating a Sorcerous element. Different professions create different elements.

ALCHEMY TRINKET

Item	Description	Reagents
Draenic Philosopher's Stone	Equip: When you heal or deal damage, you have a chance to increase your Strength, Agility, or Intellect by 1288 for 15 sec. Your highest stat is always chosen.Equip: Increases the effect that healing and mana potions have on the wearer by 40%. This effect does not stack."Can be used for transmutations in place of a Philosopher's Stone."	5 Alchemical Catalyst, 1 True Iron Ore

ALCHEMY FLASKS

Item	Description	Reagents
Draenic Agility Flask	Increases Agility by 200 for 1 hour.	5 Alchemical Catalyst, 5 Fireweed
Draenic Intellect Flask	Increases Intellect by 200 for 1 hour.	5 Alchemical Catalyst, 5 Starflower
Draenic Strength Flask	Increases Strength by 200 for 1 hour.	5 Alchemical Catalyst, 5 Nagrand Arrowbloom
Draenic Stamina Flask	Increases stamina by 250 for 1 hour.	5 Alchemical Catalyst, 5 Talador Orchid
Greater Draenic Agility Flask	Increases Agility by 250 for 1 hour.	5 Alchemical Catalyst, Sorcerous Water, 5 Draenic Agility Flask
Greater Draenic Intellect Flask	Increases Intellect by 250 for 1 hour.	5 Alchemical Catalyst, Sorcerous Fire, 5 Draenic Intellect Flask
Greater Draenic Strength Flask	Increases Strength by 250 for 1 hour.	5 Alchemical Catalyst, Sorcerous Fire, 5 Draenic Strength Flask
Greater Draenic Stamina Flask	Increases stamina by 375 for 1 hour.	5 Alchemical Catalyst, Sorcerous Water, 5 Draenic Stamina Flask

ALCHEMY POTIONS

Item	Description	Reagents
Draenic Agility Potion	Increases your agility by 1000 for 25 sec. (1 min cooldown)	Crescent Oil, Raw Talbuk Meat
Draenic Armor Potion	Increases your armor by 1000 for 25 sec. (1 min cooldown)	Crescent Oil, 3 True Iron Ore
Draenic Channeled Mana Potion	Puts the imbiber in an elevated state of focus where they can restore mana over 10 sec, but they are defenseless until their focus is broken. (1 Min Cooldown)	Crescent Oil, Raw Clefthoof Meat
Draenic Intellect Potion	Increases your intellect by 1000 for 25 sec. (1 min cooldown)	Crescent Oil, 3 Abyssal Gulper Eel Flesh
Draenic Mana Potion	Restores 34000 mana. (1 Min Cooldown)	Crescent Oil, 3 Blackwater Whiptail Flesh
Draenic Rejuvenation Potion	Restores 68000 health and 17000 mana. (1 Min Cooldown)	Crescent Oil, 3 Crescent Saberfish Flesh
Draenic Strength Potion	Increases your strength by 1000 for 25 sec. (1 min cooldown)	Crescent Oil, Raw Boar Meat
Draenic Invisibility Potion	Gives the imbiber invisibility for 18 sec. (10 Min Cooldown)	Crescent Oil, 3 Jawless Skulker Flesh
Draenic Living Action Potion	Makes you immune to stun and movement impairing effects for the next 3 sec. Also removes existing stun and movement impairing effects. (1 Min Cooldown)	Crescent Oil, 3 Fat Sleeper Flesh
Draenic Swiftness Potion	Increases movement speed by 70% and swim speed by 200%. Lasts 8 sec. (1 Min Cooldown)	Crescent Oil, 3 Blackwater Whiptail Flesh
Draenic Water Breathing Elixir	Use: Allows you to breathe water for 1 hour.	Crescent Oil, 3 Abyssal Gulper Eel Flesh
Pure Rage Potion	Instantly generates 75 rage. (1 Min Cooldown)	Crescent Oil, 3 Fire Ammonite Tentacle
Draenic Water Walking Elixir	Allows you to walk across water for 10 min. Any damage will cancel the effect. Guardian elixir.	Crescent Oil, 3 Blind Lake Sturgeon Flesh
Transmorphic Tincture	Reverses the imbiber's gender for a short time.	Crescent Oil, 5 Frostweed

ALCHEMY TRANSMUTES

Item	Description	Reagents
Alchemical Catalyst	Produces 4, plus additional based on Alchemy skill. May also yield Sorcerous Fire and/or Sorcerous Water. Cooldown resets daily.	20 Frostweed, 10 Blackrock Ore
Alchemical Catalyst - Fireweed	Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist's Cauldrons.	20 Fireweed, 3 Blackrock Ore
Alchemical Catalyst - Flytrap	Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist's Cauldrons.	20 Gorgrond Flytrap, 3 Blackrock Ore
Alchemical Catalyst - Starflower	Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist's Cauldrons.	20 Starflower, 3 Blackrock Ore
Alchemical Catalyst - Arrowbloom	Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist's Cauldrons.	20 Nagrand Arrowbloom, 3 Blackrock Ore
Alchemical Catalyst - Orchid	Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist's Cauldrons.	20 Talador Orchid, 3 Blackrock Ore
Alchemical Catalyst - Lotus	Generates the reagents needed to create the most powerful alchemical items of Draenor. Can only be performed once a day. Shares cooldown with other Alchemist's Cauldrons.	1 Chameleon Lotus, 3 Blackrock Ore

BLACKSMITHING

Blacksmithing is the shaping of bars, gems, stones and trade goods into armor and melee weapons. At low levels, Blacksmiths also turn stones uncovered by miners into temporary weapon enhancements. Many unique weapons and armor pieces can be created only by player Blacksmiths for their own use. To be a fully self-sufficient Blacksmith, you may want to take Mining as a second Profession.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PRACTICING BLACKSMITHING

Most Blacksmithing items require a Blacksmithing Hammer to be in your inventory. In addition, work must be completed near an anvil. Anvils are found in any town or city, most often near the Blacksmithing trainers. Some recipes call for items available only from a trade vendor as well, so don't head for the anvil until you're sure you have everything you need for your creation.

MAKING MONEY AS A BLACKSMITH

Blacksmithing is a brutal profession on your in-game gold. It's hard to find a market for your created items as most of these items are only on par with green quest rewards. Only specific Blacksmithing gear at high levels warrants the higher investment in time and materials.

To cut down on the price, take Mining and gather your own ore. Even here you should be careful. Someone joining a guild is likely to have access to their own Blacksmith. Only take this Profession if you know what you're getting into.

DRAENOR BLACKSMITHING

Blacksmithing in Draenor works much differently than it does on Azeroth. Your primary ingredients for creating any armor or weapons are Truesteel Ingots. These items can be created through a daily cooldown, but it can also be created via Work Orders processed at the Forge. Thus, if you have both The Forge, and Blacksmithing trained as a Profession, you'll be able to craft recipes much faster—because you'll be generating Trueforge Ingots much more quickly.

Recipes learned in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Blacksmithing quickly while on Draenor. As you quest and complete content, you may find various broken armor pieces and rare or unusual pieces of armor that can be combined with Draenor ore and turned in to your Garrison, in exchange for Garrison Resources. These items will also grant you skill points when they are turned in.

Blacksmiths are able to not only create powerful crafted items, but later upgrade the item level of those crafted items to be even more powerful. To create the reagent needed to upgrade an item, Blacksmiths will need even more Truesteel Ingots, as well as a couple of other items. Sorcerous elements, Fire, Water, Earth, and Air, are magical byproducts of various professions. When you craft an item, you have a chance of also creating a Sorcerous element. Different professions create different elements. In addition to Sorcerous elements, you will also need Savage Blood. This item can be obtained through the Barn in your Garrison, or on the Auction House.

EPIC BLACKSMITHING ARMOR

Item	Reagents
Truesteel Armguards	100 Truesteel Ingot, Raw Beast Hide
Truesteel Boots	100 Truesteel Ingot, 2 Sumptuous Fur
Truesteel Breastplate	100 Truesteel Ingot, 10 Raw Beast Hide
Truesteel Gauntlets	100 Truesteel Ingot, 2 Sumptuous Fur
Truesteel Greaves	100 Truesteel Ingot, 4 Sumptuous Fur
Truesteel Helm	100 Truesteel Ingot, 5 True Iron Ore
Truesteel Pauldrons	100 Truesteel Ingot, 10 True Iron Ore
Truesteel Waistguard	100 Truesteel Ingot, 3 Sumptuous Fur

RARE WEAPONRY

Item	Reagents
Steelforged Dagger	100 Truesteel Ingot, 20x True Iron Ore, 20x Blackrock Ore
Steelforged Hammer	100x Truesteel Ingot, 20x True Iron Ore, 20x Blackrock Ore
Steelforged Saber	100x Truesteel Ingot, 20x True Iron Ore, 20x Blackrock Ore
Steelforged Shield	100x Truesteel Ingot, 20x True Iron Ore, 20x Blackrock Ore
Steelforged Aegis	100x Truesteel Ingot, 20x True Iron Ore, 20x Blackrock Ore
Steelforged Axe	100x Truesteel Ingot, 20x True Iron Ore, 20x Blackrock Ore

BLACKSMITHING UPGRADE ESSENCES

Item	Description	Reagents
Truesteel Essence	Upgrades item level 640 Blacksmithing armor to 655.	150 Truesteel Ingot, 15 Savage Blood, 30 Sorcerous Earth
Steelforged Essence	Upgrades item level 630 Blacksmithing weapons and shields to 640.	150 Truesteel Ingot, 15 Savage Blood, 30 Sorcerous Earth
Greater Truesteel Essence	Upgrades item level 655 Blacksmithing armor to 665.	200 Truesteel Ingot, 15 Savage Blood, 40 Sorcerous Fire
Greater Steelforged Essence	Upgrades item level 640 Blacksmithing weapons and shields to 655.	200 Truesteel Ingot, 15 Savage Blood, 40 Sorcerous Fire

DRAENIC STEEL ARMOR AND WEAPONS

Item	Reagents
Draenic Steel Bulwark	20 Crucible Steel Ingot, 8 Truesteel Ingot
Draenic Steel Chestplate	35 Crucible Steel Ingot, 14 Truesteel Ingot
Draenic Steel Dagger	40 Crucible Steel Ingot, 12 Truesteel Ingot
Draenic Steel Gauntlets	30 Crucible Steel Ingot, 12 Truesteel Ingot
Draenic Steel Girdle	30 Crucible Steel Ingot, 12 Truesteel Ingot
Draenic Steel Helm	35 Crucible Steel Ingot, 14 Truesteel Ingot
Draenic Steel Legguards	35 Crucible Steel Ingot, 14 Truesteel Ingot
Draenic Steel Mace	40 Crucible Steel Ingot, 12 Truesteel Ingot
Draenic Steel Shoulders	30 Crucible Steel Ingot, 12 Truesteel Ingot
Draenic Steel Sword	40 Crucible Steel Ingot, 12 Truesteel Ingot
Draenic Steel War Axe	45 Crucible Steel Ingot, 14 Truesteel Ingot
Draenic Steel Warboots	30 Crucible Steel Ingot, 12 Truesteel Ingot
Draenic Steel Wristwraps	20 Crucible Steel Ingot, 8 Truesteel Ingot
Hardened Draenic Steel Bulwark	25 Crucible Steel Ingot, 10 Truesteel Ingot, Draenic Steel Bulwark
Hardened Draenic Steel Chestplate	45 Crucible Steel Ingot, 18 Truesteel Ingot, Draenic Steel Chestplate
Hardened Draenic Steel Dagger	50 Crucible Steel Ingot, 14 Truesteel Ingot, Draenic Steel Dagger
Hardened Draenic Steel Gauntlets	35 Crucible Steel Ingot, 14 Truesteel Ingot, Draenic Steel Gauntlets
Hardened Draenic Steel Girdle	35 Crucible Steel Ingot, 14 Truesteel Ingot, Draenic Steel Girdle
Hardened Draenic Steel Helm	45 Crucible Steel Ingot, 18 Truesteel Ingot, Draenic Steel Helm
Hardened Draenic Steel Legguards	45 Crucible Steel Ingot, 18 Truesteel Ingot, Draenic Steel Legguards
Hardened Draenic Steel Mace	50 Crucible Steel Ingot, 14 Truesteel Ingot, Draenic Steel Mace
Hardened Draenic Steel Shoulders	35 Crucible Steel Ingot, 14 Truesteel Ingot, Draenic Steel Shoulders
Hardened Draenic Steel Sword	50 Crucible Steel Ingot, 14 Truesteel Ingot, Draenic Steel Sword
Hardened Draenic Steel War Axe	65 Crucible Steel Ingot, 18 Truesteel Ingot, Draenic Steel War Axe
Hardened Draenic Steel Warboots	35 Crucible Steel Ingot, 14 Truesteel Ingot, Draenic Steel Warboots
Hardened Draenic Steel Wristwraps	25 Crucible Steel Ingot, 10 Truesteel Ingot, Draenic Steel Wristwraps
Peerless Draenic Steel Bulwark	35 Crucible Steel Ingot, 14 Truesteel Ingot, Hardened Draenic Steel Bulwark
Peerless Draenic Steel Chestplate	60 Crucible Steel Ingot, 24 Truesteel Ingot, Hardened Draenic Steel Chestplate
Peerless Draenic Steel Dagger	70 Crucible Steel Ingot, 18 Truesteel Ingot, Hardened Draenic Steel Dagger
Peerless Draenic Steel Gauntlets	45 Crucible Steel Ingot, 18 Truesteel Ingot, Hardened Draenic Steel Gauntlets
Peerless Draenic Steel Helm	60 Crucible Steel Ingot, 24 Truesteel Ingot, Hardened Draenic Steel Helm
Peerless Draenic Steel Legguards	60 Crucible Steel Ingot, 24 Truesteel Ingot, Hardened Draenic Steel Legguards
Peerless Draenic Steel Mace	70 Crucible Steel Ingot, 18 Truesteel Ingot, Hardened Draenic Steel Mace
Peerless Draenic Steel Shoulders	45 Crucible Steel Ingot, 18 Truesteel Ingot, Hardened Draenic Steel Shoulders
Peerless Draenic Steel Sword	70 Crucible Steel Ingot, 18 Truesteel Ingot, Hardened Draenic Steel Sword
Peerless Draenic Steel War Axe	90 Crucible Steel Ingot, 24 Truesteel Ingot, Hardened Draenic Steel War Axe
Peerless Draenic Steel Warboots	45 Crucible Steel Ingot, 18 Truesteel Ingot, Hardened Draenic Steel Warboots
Peerless Draenic Steel Wristwraps	35 Crucible Steel Ingot, 14 Truesteel Ingot, Hardened Draenic Steel Wristwraps

ENCHANTING

Enchanting recipes add various buffs to your weapons and armor, such as improved statistics for your character or procs with random effects to your weapons. They also create low-level wands, and oils (which are short-term buffs to weapons).

Enchanters learn a second ability, known as Disenchanting, which they use to create their own materials. That sounds like a great deal, right? You get to make the materials that you need to advance your craft. There's a catch. You can't gather Enchanting materials without destroying magical items. Green, blue, and purple items each have their own types of Enchanting reagents stored inside them. Beyond that, you need to destroy higher level equipment of these quality levels to complete higher level enchantments.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PRACTICING ENCHANTING

Clicking the Enchanting icon opens a menu of all the magic recipes you know. Clicking the Disenchant icon enables you to extract magical elements from targeted items by destroying them forever. To enchant any item, you must have the proper Enchanting Rod in your inventory.

Up until skill level 60 or so, you can get points from destroying magical items. That trails off fairly soon, and then you need to use Enchanting to get skill points. Some Enchanting suppliers sell components necessary for lowest level enchanting recipes. As long as you have the materials, you can enchant the same item multiple times, but an item can only retain one Enchantment at a given time (you "overwrite" the Enchantment). There are also vellums created via Inscription which can hold enchants for later use.

BLOOD ELF BONUS

Blood Elves have a racial ability—Arcane Affinity—which increases their Enchanting skill by 10.

MAKING MONEY AS AN ENCHANTER

Enchanting is a fairly high-demand profession, because other players are always upgrading and replacing gear. As they get new gear, they'll naturally want to enchant it. If you are leveling Enchanting through Azeroth, buying cheap greens off of the Auction House is one way to stockpile materials, but it's still not the best way to get everything you need. Enchanters frequently run dungeons to scoop up lower level blue and green items. You might even find an Enchanter running lower level dungeons by themselves for this exact purpose.

The other option is to take another Profession that creates destructible items. The best one for this is Tailoring; because it doesn't have its own gathering Profession (anyone can get cloth). You can make any number of simple green cloth armor pieces and then Disenchant them to make your Enchanting ingredients. It's expensive, time consuming, you need to level up two Professions at the same time, and sometimes you won't be able to easily (or cheaply) make the items you need, but it's an option for a self-sufficient Enchanter.

Enchanters, through the use of vellums, have the ability to distribute their enchantments on the Auction House. You no longer need to wait around for other players to buy your Enchantments, which means more time for you to do other activities.

ENCHANTING MATERIALS OBTAINED THROUGH DISENCHANTING

There are four types of enchanting materials: Dust, Essences, Shards, and Crystals. The types of materials that come from Disenchanting items is based on the item level of the object.

Essences are more commonly obtained from weapons than armor of Uncommon quality. Dust is more commonly obtained from armor than weapons of Uncommon quality. Essences can be either Lesser or Greater. Three Lesser Essences can combine to become one Greater Essence, and one Greater Essence breaks down into three Lesser Essences.

Shards come from Superior quality items, or rarely from Uncommon quality items. You can get either Small or Large Shards when disenchanting an item. In most cases, three Small Shards can be combined into one Large Shard, and one Large Shard can be broken down into three Small Shards.

Crystals come from Epic quality items, and rarely from Superior quality items. At higher skill levels, you can learn how to convert these Crystals into other types of Enchanting materials.

Item Levels	Dust	Essence	Shard	Crystal
Items from Draenor zones	Draenic	Blackfire	Azurian	Temporal

DRAENOR ENCHANTING

Enchanting in Draenor works much, much differently than it does on Azeroth. You still need to disenchant items for materials, but these materials can also be generated via Work Orders processed at the Enchanter's Study. Thus, if you have both the Enchanter's Study, and Enchanting trained as a Profession, you'll be able to craft recipes much faster—because you'll be generating Enchanting materials much more quickly.

Recipes learned in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Enchanting quickly while on Draenor. As you quest and complete content, you may find various broken Common quality items that can be combined with Enchanting reagents and turned in to your Garrison. Occasionally, you may also find Uncommon or Rare magical items that need no repair, and those can be turned in at your Garrison as well. In exchange for these items, you'll get both Garrison Resources and Enchanting skill points.

Enchants have changed significantly in Warlords of Draenor. Enchanters may now enchant weapons, necklaces, cloaks, and rings, but Draenor armor pieces may no longer be enchanted.

However, Enchanters have a very unique item they can now craft called an Illusion Scroll. These scrolls will change your weapon's appearance by giving it a distinctive glow. Over the years, Warcraft has introduced tons of unique Enchants that were beautiful in appearance, but no longer really practical once new Enchants with better stats were introduced. With the Illusion Scrolls, your weapon can take the appearance of any of these classic Enchants—from classic World of Warcraft all the way up to Mists of Pandaria. And if you don't like the glowing appearance of enchanted weapons, there's even an Illusion Scroll specifically designed to hide weapon glow effects so you no longer see them!

CLOAK ENCHANTS

Enchant	Description	Reagents
Breath of Critical Strike	Permanently enchant a cloak to increase critical strike.	1 Luminous Shard
Breath of Haste	Permanently enchant a cloak to increase haste.	1 Luminous Shard
Breath of Mastery	Permanently enchant a cloak to increase mastery.	1 Luminous Shard
Breath of Multistrike	Permanently enchant a cloak to increase multistrike.	1 Luminous Shard
Breath of Versatility	Permanently enchant a cloak to increase versatility.	1 Luminous Shard
Gift of Critical Strike	Permanently enchant a cloak to increase critical strike and movement speed.	4 Temporal Crystal, 3 Sorcerous Air
Gift of Haste	Permanently enchant a cloak to increase haste and movement speed.	4 Temporal Crystal, 3 Sorcerous Earth
Gift of Mastery	Permanently enchant a cloak to increase mastery and movement speed.	4 Temporal Crystal, 3 Sorcerous Water
Gift of Multistrike	Permanently enchant a cloak to increase multistrike and movement speed.	4 Temporal Crystal, 3 Sorcerous Fire
Gift of Versatility	Permanently enchant a cloak to increase versatility and movement speed.	4 Temporal Crystal, 3 Sorcerous Air

NECK ENCHANTS

Enchant	Description	Reagents
Breath of Critical Strike	Permanently enchant a neck to increase critical strike.	1 Luminous Shard
Breath of Haste	Permanently enchant a neck to increase haste.	1 Luminous Shard
Breath of Mastery	Permanently enchant a neck to increase mastery.	1 Luminous Shard
Breath of Multistrike	Permanently enchant a neck to increase multistrike.	1 Luminous Shard
Breath of Versatility	Permanently enchant a neck to increase versatility.	1 Luminous Shard
Gift of Critical Strike	Permanently enchant a neck to increase critical strike.	4 Temporal Crystal, 3 Sorcerous Fire
Gift of Haste	Permanently enchant a neck to increase haste.	4 Temporal Crystal, 3 Sorcerous Air
Gift of Mastery	Permanently enchant a neck to increase mastery.	4 Temporal Crystal, 3 Sorcerous Earth
Gift of Multistrike	Permanently enchant a neck to increase multistrike.	4 Temporal Crystal, 3 Sorcerous Water
Gift of Versatility	Permanently enchant a neck to increase versatility.	4 Temporal Crystal, 3 Sorcerous Fire

RING ENCHANTS

Enchant	Description	Reagents
Breath of Critical Strike	Permanently enchant a ring to increase critical strike.	1 Luminous Shard
Breath of Haste	Permanently enchant a ring to increase haste.	1 Luminous Shard
Breath of Mastery	Permanently enchant a ring to increase mastery.	1 Luminous Shard
Breath of Multistrike	Permanently enchant a ring to increase multistrike.	1 Luminous Shard
Breath of Versatility	Permanently enchant a ring to increase versatility.	1 Luminous Shard
Gift of Critical Strike	Permanently enchant a ring to increase critical strike.	4 Temporal Crystal, 3 Sorcerous Water
Gift of Haste	Permanently enchant a ring to increase haste.	4 Temporal Crystal, 3 Sorcerous Fire
Gift of Mastery	Permanently enchant a ring to increase mastery.	4 Temporal Crystal, 3 Sorcerous Air
Gift of Multistrike	Permanently enchant a ring to increase multistrike.	4 Temporal Crystal, 3 Sorcerous Earth
Gift of Versatility	Permanently enchant a ring to increase versatility by $s1.	4 Temporal Crystal, 3 Sorcerous Water

WEAPONS ENCHANTS

Enchant	Description	Reagents
Mark of the Shattered Hand	Permanently enchants a melee weapon to sometimes bleed your enemy for initial damage, plus an additional amount of damage over time.	1 Temporal Crystal
Mark of the Thunderlord	Permanently enchants a melee weapon to sometimes increase your critical strike. While active, critical heals and attacks may extend the duration.	15 Temporal Crystal, 10 Sorcerous Air
Mark of Warsong	Permanently enchants a melee weapon to sometimes increase haste. Haste increase then diminishes by 10% every 2 sec.	15 Temporal Crystal, 10 Sorcerous Fire
Mark of the Frostwolf	Permanently enchants a melee weapon to sometimes increases multistrike. Effect can stack 2 times.	15 Temporal Crystal, 10 Sorcerous Water
Mark of Shadowmoon	Permanently enchants a melee weapon to sometimes increase Spirit.	15 Temporal Crystal, 10 Sorcerous Fire
Mark of Blackrock	Permanently enchants a melee weapon to sometimes increase Bonus Armor. Effect can only occur when you are below 50% health.	15 Temporal Crystal, 10 Sorcerous Earth

WORLD
WARCRAFT
WARLORDS of DRAENOR

ENGINEERING

Engineering creates a variety of items such as goggles, explosives, ranged weapon scopes, bombs, and mechanical animals. Creating different items with Engineering requires a handful of tools, most of which are created by the Engineer. Many (but not all) of the items created by Engineers require the Engineering skill to use. One of the fun things about being an Engineer is that you never know when some of your creations will misfire, often leading to unexpected results.

Mining is a perfect way to make an Engineer self-sufficient. Pretty much everything an Engineer needs is found while you're out hunting for metal veins.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PRACTICING ENGINEERING

Clicking the Engineering icon opens a menu of all the schematics you know. Engineers have a few tools that are needed to make various items, so you might want to carry them around with you if you prefer crafting on the fly (or just get a Gnomish Army Knife!). Otherwise, it's better to work when you're back in town, near a Bank.

GNOME BONUS

Gnomes have a racial ability—Engineering Specialization—which increases their Engineering skill by 15.

ENGINEERING SPECIALTIES

When you reach an Engineering skill of 200, you are given a choice to specialize in Gnomish Engineering or Goblin Engineering. For the most part, items created by one specialization are usable by any Engineer with a high enough skill level. The main difference is that Goblin Engineers are able to teleport to Everlook (in Winterspring) and Area 52 (in Netherstorm), while Gnomes can travel instantly to Gadgetzan (in Tanaris) or Toshley's Station (in Blade's Edge Mountains).

You can change your specialization if you like. There is a fee involved with dropping your specialization, so you may not want to do this too often.

MAKING MONEY AS AN ENGINEER

Engineering is not the best way to go when you're trying to make gold off your Profession. Because many items created with Engineering require Engineering to use them, your market is reduced. However, some of an Engineer's products are viable for selling. Selling scopes and crafted Battle Pets is a reasonable source of income, but these items can't really be expected to sell consistently.

DRAENOR ENGINEERING

Engineering in Draenor is a slightly different process than what you find on Azeroth. Your primary ingredients for creating various devices and gadgets are Gearspring Parts. These can be created by the Engineer, but they are also created via Work Orders processed at the Engineering Works. Thus, if you have both the Engineering Works, and Engineering trained as a Profession, you'll be able to craft your items far more quickly than with just Engineering alone.

Recipes learned in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Blacksmithing quickly while on Draenor. As you quest and complete content, you may find various broken robots, scopes, and explosives that can be combined with Draenor ore and turned in to your Garrison, as well as Uncommon or Rare quality versions that don't actually need repairs. Upon turning them in, you will receive Garrison Resources, as well as Engineering skill points.

Engineering is a much more personalized profession than anything else. Most of the items you create are items that you yourself will be able to use. Engineers on Draenor can create four different types of Epic goggles for themselves, and these goggles can be upgraded up to two times, making them a really desirable item. In addition, Engineers can attach Tinkers to their equipment. These items act sort of like Enchants, but provide a variety of effects that may not necessarily increase your combat performance, but will definitely amp up the fun factor!

Item	Reagents
Gearspring Parts	10 Blackrock Ore, 10 True Iron Ore

ENGINEERING GOGGLES

Item	Reagents
Cybergenetic Mechshades	100 Gearspring Parts
Night-Vision Mechshades	100 Gearspring Parts
Plasma Mechshades	100 Gearspring Parts
Razorguard Mechshades	100 Gearspring Parts

ENGINEERING SCOPES

Item	Reagents
Oglethorpe's Missile Splitter	20 Gearspring Parts
Megawatt Filament	20 Gearspring Parts
Hemet's Heartseeker	20 Gearspring Parts

ENGINEERING GADGETS AND DEVICES

Item	Description	Reagents
Shrediron's Shredder	"To engineers, a work of art. To hunters, a tool for the art of killing."	100 Gearspring Parts
Goblin Glider Kit	Reduces your falling speed for 2 min. (3 Min Cooldown)	2 Gearspring Parts, 5 Sumptuous Fur
Findle's Loot-a-Rang	Retrieves the loot from a nearby corpse.	50 Gearspring Parts
World Shrinker	Shrinks the entire world for 5 min or until you attack.	50 Gearspring Parts
Stealthman 54	Cloaks the user in a stealth field for as long as they stand still. Cannot be used in combat. The field lasts for up to 6 sec. after moving. (10 Min Cooldown)	2 Gearspring Parts
Ultimate Gnomish Army Knife	+10 Mining, +10 Herbalism, +10 Skinning	5 Gearspring Parts
Personal Hologram	Create a temporary hologram of yourself for 1 min.	50 Gearspring Parts
Wormhole Centrifuge	Creates a spinning wormhole the Engineer can use to travel around Draenor.	50 Gearspring Parts
Swapblaster	Swaps your location with another party member. Cannot be used in combat.	50 Gearspring Parts, 1 Temporal Crystal
Blingtron 5000	Assembles the upgraded Blingtron 5000, a savage, yet generous, robot. While he will give out gifts to players once per day, he will also fight other Blingtron units to the death. (4 Hrs Cooldown)	100 Gearspring Parts

ENGINEERING BATTLE PETS

Name	Reagents
Mechanical Axebeak	50 Gearspring Parts
Lifelike Mechanical Frostboar	50 Gearspring Parts, 40 Sumptuous Fur
Mechanical Scorpid	30 Gearspring Parts, 10 Blackrock Ore

ENGINEERING UPGRADE ITEMS

Item	Description	Reagents
Linkgrease Locksprocket	Upgrades item level 640 Engineered goggles to 655.	150 Gearspring Parts, 30 Sorcerous Fire, 15 Savage Blood
Morden's Magnificent Contraption	Upgrades item level 655 Engineered goggles to 665.	200 Gearspring Parts, 40 Sorcerous Air, 15 Savage Blood
True Iron Trigger	Upgrades an item level 630 Engineered gun to 640.	150 Gearspring Parts, 30 Sorcerous Fire, 15 Savage Blood
Blackrock Rifling	Upgrades an item level 640 Engineered gun to 655.	200 Gearspring Parts, 40 Sorcerous Air, 15 Savage Blood

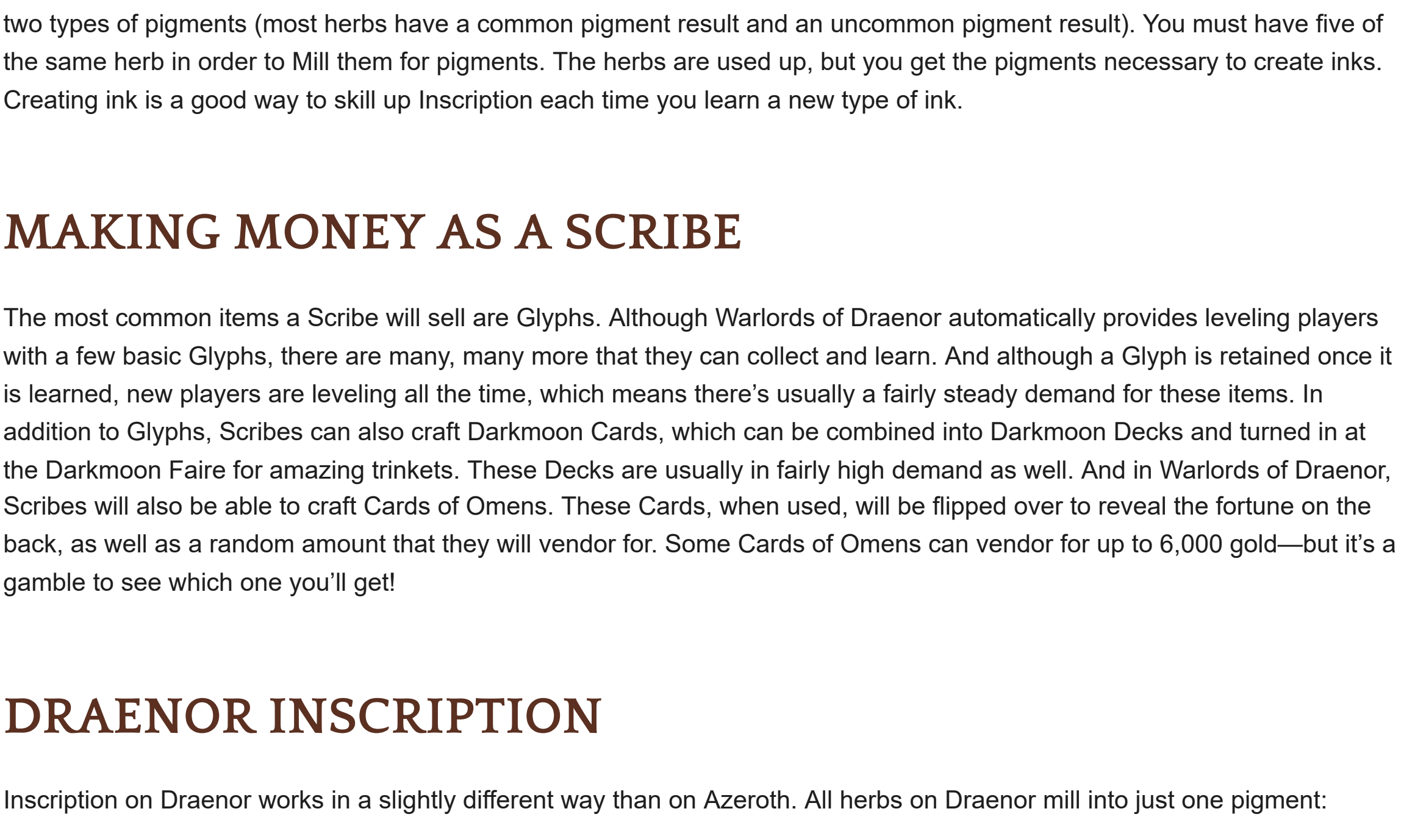
INSCRIPTION

In addition to staffs and off-hand items, Scribes create glyphs, scrolls, cards, and other paper and book items with paper purchased from Trade vendors, and inks. Scribes automatically learn Milling, which turns herbs into pigments, and other Inscription abilities turn the pigments into ink. While Inscription creates many items, it's best known for making Glyphs. Glyphs are class-specific recipes that enhance characters' abilities. There are two types of glyphs: Minor and Major.

Inscription is an expensive Profession, unless you take Herbalism as well. Scribes need a Virtuoso Inking Set in their inventory to create many of their goods. The set isn't expensive, and it never wears out. Keep one in your inventory and your character will be able to Inscribe anywhere in the world.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PRACTICING INSCRIPTION



Clicking the Inscription icon opens a menu of all the Inscription patterns you know. Milling turns five similar herbs into one of two types of pigments (most herbs have a common pigment result and an uncommon pigment result). You must have five of the same herb in order to Mill them for pigments. The herbs are used up, but you get the pigments necessary to create inks. Creating ink is a good way to skill up Inscription each time you learn a new type of ink.

MAKING MONEY AS A SCRIBE

The most common items a Scribe will sell are Glyphs. Although Warlords of Draenor automatically provides leveling players with a few basic Glyphs, there are many, many more that they can collect and learn. And although a Glyph is retained once it is learned, new players are leveling all the time, which means there's usually a fairly steady demand for these items. In addition to Glyphs, Scribes can also craft Darkmoon Cards, which can be combined into Darkmoon Decks and turned in at the Darkmoon Faire for amazing trinkets. These Decks are usually in fairly high demand as well. And in Warlords of Draenor, Scribes will also be able to craft Cards of Omens. These Cards, when used, will be flipped over to reveal the fortune on the back, as well as a random amount that they will vendor for. Some Cards of Omens can vendor for up to 6,000 gold—but it's a gamble to see which one you'll get!

DRAENOR INSCRIPTION

Inscription on Draenor works in a slightly different way than on Azeroth. All herbs on Draenor mill into just one pigment: Cerulean Pigment. But your primary ingredients for creating glyphs and other items are War Paints. These items can be created through a daily cooldown, but they can also be created via Work Orders processed at the Scribe's Quarters. Thus, if you have both the Scribe's Quarters in your Garrison, and Inscription trained as a Profession, you'll be able to craft glyphs, cards, and other items much more quickly.

Recipes learned in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Inscription quickly while you're on Draenor. As you quest and complete content, you may find tattered bits of paper, paintings, scrolls, and cards that can be combined with Draenor hides or herbs and turned in to your Garrison, in exchange for Garrison Resources. There are also Uncommon and Rare versions of these items that don't need repair; you can just take them to your Garrison to turn them in. When you do so, these items will also grant you skill points.

Glyph recipes can be learned by using the spell Research: Warbinder's Ink. This spell uses two War Paints and some parchment, and will discover a glyph recipe that uses Warbinder's Ink. The glyph recipes are randomly learned, but once you have learned every Draenor glyph recipe, the spell will then teach you a glyph that uses any lesser ink. This means you don't need to farm for rare glyph recipes—you'll learn them all eventually, with enough research!

NEW DRAENOR GLYPHS

Class	Glyph	Glyph Effect	Materials
Death Knight	Glyph of Absorb Magic	Increases the total damage absorbed by Anti-Magic Shell by 100%, but Anti-Magic Shell no longer generates Runic Power.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Ice Reaper	The Runes you spend on Chains of Ice will become Death Runes when they activate. Death Runes count as any type of rune.	Light Parchment, 3 Warbinder's Ink
	Glyph of Icy Runes	You gain an additional 10 Runic Power when you use Chains of Ice.	Light Parchment, 3 Warbinder's Ink
	Glyph of Empowerment	Your Empower Rune Weapon also heals you for 30% of your maximum health.	Light Parchment, 3 Warbinder's Ink
	Glyph of Raise Ally	Your Raise Ally ability no longer costs any Runic Power.	Light Parchment, 3 Warbinder's Ink
	Glyph of Rune Tap	Reduces the cooldown of Rune Tap by 10 sec but Rune Tap reduces damage taken by 20% less.	Light Parchment, 3 Warbinder's Ink
	Glyph of Runic Power	Whenever you are struck by a movement-impairing effect, you will generate 3 Runic Power every 1 sec for 5 sec.	Light Parchment, 3 Warbinder's Ink
Druid	Glyph of Astral Communion	Your Astral Communion ability can be used while moving.	Light Parchment, 3 Warbinder's Ink
	Glyph of Imbued Bark	While Barkskin is active, when you are interrupted the resulting school lock has 50% reduced duration.	Light Parchment, 3 Warbinder's Ink
	Glyph of Enchanted Bark	For 5 sec after activating Barkskin, you are immune to Silence and Interrupt effects.	1 Light Parchment, 3 Warbinder's Ink
	Glyph of Entangling Energy	When you kill an enemy that yields experience or honor, your next Starfire or Wrath also applys Entangling Roots to your target.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Ninth Life	Reduces all damage taken while in Cat Form by 10%.	Light Parchment, 3 Warbinder's Ink
	Glyph of Celestial Alignment	Celestial Alignment now lasts 60 sec, or until 8 spells have been cast with it active, whichever occurs first.	Light Parchment, 3 Warbinder's Ink
	Glyph of Maim	Increases the damage done by Maim by 100%.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Shapemender	Each time you activate a shapeshift form, you are healed for 5% of your maximum health.	Light Parchment, 3 Warbinder's Ink
	Glyph of Moonwarding	Moonkin Form no longer grants bonus armor, but instead grants 10% increased maximum health.	Light Parchment, 3 Warbinder's Ink
	Glyph of Travel	Travel Form grants an additional 60% movement speed, but can no longer be used while in combat.This effect is disabled in battlegrounds and arenas and cannot be combined with other temporary speed bonuses.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Solstice	Your Starfall is now replaced with Sunfall and your Hurricane is now replaced with Astral Storm.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Stag	Your stag form can now be used as a mount by party members. Travel Form will no longer ever activate flight, and Flight Form is learned as a separate ability.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Flapping Owl	Teaches you the ability Flap. You flap your wings, slowing your falling speed.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Solstice	Shifts the alignment of your Starfall and Hurricane spells to the opposite Balance side. Replaces your Starfall spell with Sunfall. Replaces your Hurricane spell with Astral Storm.	Light Parchment, 3 Warbinder's Ink
Hunter	Glyph of Play Dead	Your pet also plays dead when you use Feign Death.	Light Parchment, 3 Warbinder's Ink
	Glyph of Misdirection	When you use Misdirection on your pet, the cooldown on your Misdirection is reset.	Light Parchment, 3 Warbinder's Ink
	Glyph of Quick Revival	Your Revive Pet is now instant but costs 80 Focus.	Light Parchment, 3 Warbinder's Ink
	Glyph of Snake Trap	Your Ice Trap is replaced with Snake Trap.Venomous snakes released by the trap will poison nearby enemies with a Crippling Poison that reduces movement speed by 50% for 12 sec.	Light Parchment, 3 Warbinder's Ink
Mage	Glyph of Dragon's Breath	Increases the damage done by Dragon's Breath by 100%.	Light Parchment, 3 Warbinder's Ink
	Glyph of Regenerative Ice	You regenerate 4% of your maximum health every 1 sec for the duration of Ice Block.	Light Parchment, 3 Warbinder's Ink
	Glyph of Counterspell	Your Counterspell can now be cast while casting or channeling other spells, but its cooldown is increased by 4 sec.	Light Parchment, 3 Warbinder's Ink
Monk	Glyph of Expel Harm	Expel Harm's energy cost is reduced by 5 while your health is below 35%.	1 Light Parchment, 3 Warbinder's Ink
	Glyph of the Floating Butterfly	Fists of Fury can be channeled while moving but no longer stuns its target.	Light Parchment, 3 Warbinder's Ink
	Glyph of Flying Fists	Increases the range of Fists of Fury by 5 yards.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Flying Serpent	Flying Serpent Kick now also slows all enemies you move through by 70% for 4 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Keg Smash	Increases the range on Keg Smash by 5 yards.	Light Parchment, 3 Warbinder's Ink
	Glyph of Detoxing	Detox now has a maximum of 2 charges, but its cooldown is increased by 4 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Renewed Tea	When Renewing Mist is dispelled, you gain 1 charge of Mana Tea.	Light Parchment, 3 Warbinder's Ink
	Glyph of Victory Roll	You gain 1 charge of Roll or Chi Torpedo whenever you kill a target that grants experience or honor.	Light Parchment, 3 Warbinder's Ink
	Glyph of Freedom Roll	Your Roll, Chi Torpedo, and Flying Serpent Kick abilities dispel all snares affecting you when used.	Light Parchment, 3 Warbinder's Ink
	Glyph of Soothing Mist	When you stop channeling Soothing Mist, you gain 1% movement speed for 1 sec for every sec you spent channeling Soothing Mist.	Light Parchment, 3 Warbinder's Ink
	Glyph of Zen Focus	When you use Thunder Focus Tea, you gain Zen Focus causing you to be immune to all silence and interrupt effects for 5 sec.	Light Parchment, 3 Warbinder's Ink
Paladin	Glyph of Ardent Defender	Ardent Defender no longer reduces damage taken, but if its duration expires without being consumed, its cooldown will be reset to 60 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Consecrator	Your Consecration effect now moves with you.	Light Parchment, 3 Warbinder's Ink
	Glyph of Divine Wrath	Reduces all mana costs while Divine Favor is active by 25%, but Divine Favor increases healing done by 50% less.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Liberator	Hand of Freedom's cooldown is reduced by 5 sec when not cast on self.	Light Parchment, 3 Warbinder's Ink
	Glyph of Hand of Freedom	Hand of Freedom immediately reduces the remaining duration of all effects which cause loss of control of a character by 25%. Any additional loss of control effects applied within 4 sec sec are have 25% reduced duration.	Light Parchment, 3 Warbinder's Ink
	Glyph of Judgment	Increases the range of Judgment by 10 yards.	Light Parchment, 3 Warbinder's Ink
	Glyph of Merciful Wrath	Reduces the cooldown and effect of Avenging Wrath by 50%.	Light Parchment, 3 Warbinder's Ink
Priest	Glyph of Delayed Coalescence	Dispersion lasts 3 sec longer, but when it has 2 sec remaining, its damage reduction reduces by 30% per sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Free Action	While Dispersion is active, you move 30% faster.	Light Parchment, 3 Warbinder's Ink
	Glyph of Guardian Spirit	Guardian Spirit increases healing on the target by an additional 200%, but no longer prevents the target's death.	Light Parchment, 3 Warbinder's Ink
	Glyph of Mind Harvest	The first time you damage an enemy with Mind Blast, you gain 2 additional Orb, but the cooldown on Mind Blast is increased by 6 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Miraculous Dispelling	Reduces the mana cost of Mass Dispel by 50%.	Light Parchment, 3 Warbinder's Ink
	Glyph of Restored Faith	Leap of Faith pulls you to your target instead of pulling your target to you.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Inquisitor	Your Holy Fire deals 25% additional initial damage, but 20% of that damage is also dealt back to you.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Redeemer	All your healing is increased by 50% while Spirit of Redemption is active.	Light Parchment, 3 Warbinder's Ink
	Glyph of Purification	Purify now has a maximum of 2 charges, but its cooldown is increased by 4 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Shadow Magic	For 5 sec after activating Fade, you are immune to Silence and Interrupt effects, but the cooldown of Fade is increased by 60 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Silence	Reduces the cooldown on your Silence spell by 25 sec, but also reduces its duration by 2 sec.	Light Parchment, 3 Warbinder's Ink
Rogue	Glyph of Energy	Increases your maximum Energy by 20.	Light Parchment, 3 Warbinder's Ink
	Glyph of Elusiveness	Reduces the cooldown on Evasion by 30 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Energy Flows	Each time you dodge while Evasion is active, you gain 10 Energy.	Light Parchment, 3 Warbinder's Ink
	Glyph of Disappearance	Reduces the cooldown on Vanish by 60 sec, but when Vanish's duration ends, Stealth is no longer automatically activated.	Light Parchment, 3 Warbinder's Ink
Shaman	Glyph of Ephemeral Spirits	Reduces the cooldown on Feral Spirit by 60 and reduces the duration by 15 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Frostbrand Weapon	Your off-hand weapon attacks also slow the target's movement speed by 50% for 3 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Ghostly Speed	Ghost Wolf grants an additional 60% movement speed, but can no longer be used while in combat. This effect is disabled in battlegrounds and arenas and cannot be combined with other temporary speed bonuses.	Light Parchment, 3 Warbinder's Ink
	Glyph of Grounding	Reduces the cooldown on Grounding Totem by 3 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Lava Spread	Increases the radius at which Lava Lash spreads Flame Shock by 8 yards.	Light Parchment, 3 Warbinder's Ink
	Glyph of Reactive Shielding	Your Lightning Shield can now trigger once every 1.5 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Shamanistic Resolve	Shamanistic Rage reduces damage taken by an additional 30% but the cooldown on Shamanistic Rage is increased by 60 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Shocks	Increases the range on Earth Shock, Flame Shock, Frost Shock, and Wind Shear by 5 yards.	Light Parchment, 3 Warbinder's Ink
	Glyph of Purify Spirit	Purify Spirit now has a maximum of 2 charges, but its cooldown is increased by 4 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Spiritwalker's Focus	Reduces the cooldown of Spiritwalker's Grace by 60 sec, but reduces its duration by 7 sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Spiritwalker's Aegis	When you cast Spiritwalker's Grace, you become immune to Silence and Interrupt effects for 5 sec.	Light Parchment, 3 Warbinder's Ink
Warlock	Glyph of Dark Soul	Reduces the duration and cooldown of Dark Soul by 50%.	Light Parchment, 3 Warbinder's Ink
	Glyph of Life Pact	Mana costs on all your spells are reduced by 30%, but Life Tap can no longer be cast, and your health will drop by 1% per sec. Your health cannot drop below 75% from this effect.	Light Parchment, 3 Warbinder's Ink
	Glyph of Metamorphosis	When you activate Metamorphosis, you no longer transform into a demon, but instead grow demon wings on your normal form.	Light Parchment, 3 Warbinder's Ink
	Glyph of Shadowflame	Targets affected by your Hand of Gul'dan damage over time are now also snared by 50%.	Light Parchment, 3 Warbinder's Ink
	Glyph of Soul Swap	You can hold inhaled periodic effects from Soul Swap for 27 more sec.	Light Parchment, 3 Warbinder's Ink
	Glyph of Strengthened Resolve	Unending Resolve reduces damage taken by an additional 20%, but its cooldown is increased by 60 sec.	Light Parchment, 3 Warbinder's Ink
Warrior	Glyph of Cleave	Your Heroic Strike now hits 2 targets.	Light Parchment, 3 Warbinder's Ink
	Glyph of the Drawn Sword	Each time you parry while Die by the Sword is active, you gain 5 Rage.	Light Parchment, 3 Warbinder's Ink
	Glyph of Heroic Leap	Increases your speed by 70% for 3 sec after using Heroic Leap.	Light Parchment, 3 Warbinder's Ink
	Glyph of Mocking Banner	Your Mocking Banner now causes creatures to attack the tank specialization player you had targeted when placing the Mocking Banner, instead of attacking you.	Light Parchment, 3 Warbinder's Ink
	Glyph of	If both of your attacks from a single Raging Blow are critical strikes, then your	Light Parchment,

WORLD
WARCRAFT
WARLORDS of DRAENOR

JEWELCRAFTING

Initially, Jewelcrafters create the wire and settings necessary to craft low level rings and necklaces, then start making rings, necklaces, and other random items. A Jeweler's Kit is required, but it is available at a trivial cost from a Trade vendor. At higher skill levels, Jewelcrafters learn how to cut gems that provide statistical bonuses to socketed equipment. Even at higher skill levels, Jewelcrafters continue to create rings and necklaces for anyone to use.

Jewelcrafting can be an expensive Profession to skill up, so strongly consider Mining as a second Profession, to gather your own ore. Jewelcrafters learn a second ability, called Prospecting, which allows them to break down raw ore and extract different minerals and gems that are otherwise available only through mining.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PRACTICING JEWELCRAFTING

Clicking Prospecting enables you to search five ore of the same type to find gems. Some types of ore of Uncommmon quality, such as Silver, cannot be Prospected. The ore is destroyed in the process, but you gain your shiny jewelcrafting ingredients.

For high-level Jewelcrafting, you need a base set of gems to work with. These are then turned into finished cut gems that provide bonuses when slotted into equipment. Note that you don't gain points in Jewelcrafting for slotting equipment, only for making the gems.

DRAENEI BONUS

Draenei have a racial ability, Gemcutting, which increases their Jewelcrafting skill by 10.

MAKING MONEY AS A JEWELCRAFTER

Making money with Jewelcrafting primarily centers on creating various stat-enhancing gems for players to put in socketed armor and weapons. More importantly, Jewelcrafters can create both rings and necklaces that can be upgraded to be quite powerful. These items should be in fairly high demand from players. There are also a number of fun vanity items that can be sold on the Auction House for a profit as well.

DRAENOR JEWELCRAFTING

Jewelcrafting in Draenor is vastly different than how the Profession works on Azeroth. Rather than creating a mountain of different colored gems to cut, all Draenor gems only use one primary ingredient: Taladite Crystals. These crystals can be created through a daily cooldown, but they are also created via Work Orders processed at the Gem Boutique. Thus, if you have both the Gem Boutique and Jewelcrafting trained as a Profession, you'll be able to generate materials much more quickly.

Recipes learned in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Jewelcrafting quickly while on Draenor. As you quest and complete content, you may find various broken statues, shards, and pieces of jewelry that can be combined with Draenor ore and turned in to your Garrison, in exchange for Garrison Resources. There are also Uncommon and Rare versions of these items that do not need to be repaired; you can just deliver them to your Garrison. These items will also grant you skill points when they are turned in.

Taladite Crystal can be combined with Draenor herbs to create one of six stat-modifying, Uncommon quality gems. Greater amounts of Taladite Crystal can be used in conjunction with both Draenor herbs and Sorcerous elements to craft Rare quality gems that give a higher stat modifier. Sorcerous elements, Fire, Water, Earth, and Air, are magical byproducts of various professions. When you craft an item, you have a chance of also creating a Sorcerous element. In addition to gems, Jewelcrafters can create powerful rings and necklaces for other players. The Epic quality versions of these items can be upgraded up to two times by a Jewelcrafter.

Item	Reagents
Taladite Crystal	20 True Iron Ore, 10 Blackrock Ore

UNCOMMON +35 STAT GEMS

Name	Reagents
Critical Strike Taladite	Taladite Crystal, 5 Fireweed
Haste Taladite	Taladite Crystal, 5 Frostweed
Mastery Taladite	Taladite Crystal, 5 Starflower
Multistrike Taladite	Taladite Crystal, 5 Nagrand Arrowbloom
Versatility Taladite	Taladite Crystal, 5 Gorgrond Flytrap
Stamina Taladite	Taladite Crystal, 5 Talador Orchid

RARE +50 GREATER STAT GEMS

Name	Reagents
Greater Critical Strike Taladite	50 Taladite Crystal, 10 Sorcerous Air, 5 Fireweed
Greater Haste Taladite	50 Taladite Crystal, 10 Sorcerous Air, 5 Frostweed
Greater Mastery Taladite	50 Taladite Crystal, 10 Sorcerous Air, 5 Starflower
Greater Multistrike Taladite	50 Taladite Crystal, 10 Sorcerous Air, 5 Nagrand Arrowbloom
Greater Versatility Taladite	50 Taladite Crystal, 10 Sorcerous Air, 5 Gorgrond Flytrap
Greater Stamina Taladite	50 Taladite Crystal, 10 Sorcerous Air, 5 Talador Orchid

RARE RINGS AND NECKLACES

Name	Reagents
Glowing Blackrock Band	5 Taladite Crystal, 5 Blackrock Ore
Shifting Blackrock Band	5 Taladite Crystal, 5 Blackrock Ore
Whispering Blackrock Band	5 Taladite Crystal, 5 Blackrock Ore
Glowing Iron Choker	5 Taladite Crystal, 10 True Iron Ore
Shifting Iron Choker	5 Taladite Crystal, 10 True Iron Ore
Whispering Iron Choker	5 Taladite Crystal, 10 True Iron Ore
Whispering Iron Band	5 Taladite Crystal, 5 True Iron Ore
Glowing Iron Band	5 Taladite Crystal, 5 True Iron Ore
Shifting Iron Band	5 Taladite Crystal, 5 True Iron Ore

EPIC RINGS AND NECKLACES

Name	Reagents
Glowing Taladite Ring	100 Taladite Crystal, 10 True Iron Ore, 10 Blackrock Ore
Shifting Taladite Ring	100 Taladite Crystal, 10 True Iron Ore, 10 Blackrock Ore
Whispering Taladite Ring	100 Taladite Crystal, 10 True Iron Ore, 10 Blackrock Ore
Glowing Taladite Pendant	100 Taladite Crystal, 10 True Iron Ore, 10 Blackrock Ore
Shifting Taladite Pendant	100 Taladite Crystal, 10 True Iron Ore, 10 Blackrock Ore
Whispering Taladite Pendant	100 Taladite Crystal, 10 True Iron Ore, 10 Blackrock Ore

WORLD
WARCRAFT
WARLORDS of DRAENOR

LEATHERWORKING

Leatherworking uses leather and hides gathered from slain beasts to create different pieces of armor, as well as fun items that players can use. In Warlords of Draenor, there's even a mount that can be crafted via Leatherworking! There are no special tools required for Leatherworking, save for the Salt Shaker needed to cure certain lower level hides. Some Leatherworking patterns require items purchased from trade vendors.

PRACTICING LEATHERWORKING

The mechanics behind Leatherworking are fairly simple. This Profession is typically used in conjunction with Skinning. Hides and leather that are skinned from various creatures around Azeroth are combined to create various pieces of armor, or items that can enhance the performance of lower-level players.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

DRAENOR LEATHERWORKING

Leatherworking in Draenor is a vastly different experience than on Azeroth. One of your primary ingredients for creating any armor or items is Burnished Leather. This leather can be created through a daily cooldown, but it can also be created via Work Orders processed at the Tannery. Thus, if you have both the Tannery, and Leatherworking trained as a Profession, you'll be able to craft useful upgrades much more quickly.

Recipes learned in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Blacksmithing quickly while on Draenor. As you quest and complete content, you may find various tattered and torn leather items that can be combined with Draenor hides and turned in to your Garrison, in exchange for Garrison Resources. There are also Uncommon and Rare versions of these items that need no repair; you can simply return them to your Garrison. These items will also grant you skill points when they are turned in.

Item	Reagents
Burnished Leather	20 Raw Beast Hide, 10 Gorgrond Flytrap

MAKING MONEY AS A LEATHERWORKER

Leatherworkers don't have extensive sales, but they also don't need to invest as heavily in their Profession. Anyone with Leatherworking and Skinning should have an easy time, especially due to the nature of Skinning. It's easy to find creatures that are skinnable, so reagents are somewhat cheap and plentiful. Leatherworkers can craft both Mail and Leather armor to sell, as well as cloaks that any class can wear. The Epic quality versions of these items can be upgraded up to two times, which makes them far more valuable to players looking for gear upgrades. Typically speaking, Leatherworkers shouldn't really expect to make a massive amount of income from their chosen Profession.

LEATHERWORKING TENTS

Name	Reagents
Archmage's Tent	25 Raw Beast Hide
Blood Elven Tent	25 Raw Beast Hide
Brute's Tent	25 Raw Beast Hide
Crusader's Tent	25 Raw Beast Hide
Deathweaver's Hovel	25 Raw Beast Hide
Distressingly Furry Tent	25 Raw Beast Hide
Elune's Retreat	25 Raw Beast Hide
Enchanter's Tent	25 Raw Beast Hide
Fine Blue and Gold Tent	25 Raw Beast Hide
Fine Blue and Green Tent	25 Raw Beast Hide
Fine Blue and Purple Tent	25 Raw Beast Hide
High Elven Tent	25 Raw Beast Hide
Ironskin Tent	25 Raw Beast Hide
Nomad's Spiked Tent	25 Raw Beast Hide
Orgrimmar's Reach	25 Raw Beast Hide
Ornate Alliance Tent	25 Raw Beast Hide
Ornate Horde Tent	25 Raw Beast Hide
Outcast's Tent	25 Raw Beast Hide
Patchwork Hut	25 Raw Beast Hide
Savage Leather Tent	25 Raw Beast Hide
Simple Tent	25 Raw Beast Hide
Sturdy Tent	25 Raw Beast Hide
Voodoo Doctor's Hovel	25 Raw Beast Hide

EPIC LEATHER ARMOR

Name	Reagents
Supple Boots	100 Burnished Leather, 2 Sumptuous Fur
Supple Bracers	100 Burnished Leather, Raw Beast Hide
Supple Gloves	100 Burnished Leather, 2 Sumptuous Fur
Supple Helm	100 Burnished Leather, 5 True Iron Ore
Supple Leggings	100 Burnished Leather, 4 Sumptuous Fur
Supple Shoulderguards	100 Burnished Leather, 10 True Iron Ore
Supple Vest	100 Burnished Leather, 10 Raw Beast Hide
Supple Waistguard	100 Burnished Leather, 3 Sumptuous Fur

EPIC MAIL ARMOR

Name	Reagents
Wayfaring Belt	100 Burnished Leather, 3 Sumptuous Fur
Wayfaring Boots	100 Burnished Leather, 2 Sumptuous Fur
Wayfaring Bracers	100 Burnished Leather, Raw Beast Hide
Wayfaring Gloves	100 Burnished Leather, 2 Sumptuous Fur
Wayfaring Helm	100 Burnished Leather, 5 True Iron Ore
Wayfaring Leggings	100 Burnished Leather, 4 Sumptuous Fur
Wayfaring Shoulderguards	100 Burnished Leather, 10 True Iron Ore
Wayfaring Tunic	100 Burnished Leather, 10 Raw Beast Hide

EPIC CLOAKS

Name	Reagents
Nimble Burnished Cloak	100 Burnished Leather, Draenic Agility Potion
Brilliant Burnished Cloak	100 Burnished Leather, Draenic Intellect Potion
Powerful Burnished Cloak	100 Burnished Leather, Draenic Strength Potion

LEATHERWORKING UPGRADE ESSENCES AND KITS

Name	Description	Reagents
Burnished Essence	Upgrades item level 640 Leatherworking armor to 655.	150 Burnished Leather, 15 Savage Blood, 30 Sorcerous Earth
Greater Burnished Essence	Upgrades item level 655 Leatherworking armor to 665.	200 Burnished Leather, 15 Savage Blood, 40 Sorcerous Water
Leather Refurbishing Kit	Rerolls the secondary properties of Leatherworking armor with item level 640 or above.	10 Burnished Leather, 10 Raw Beast Hide

RARE LEATHER AND MAIL ARMOR

Name	Reagents
Journeying Helm	5 Burnished Leather, 10 Raw Beast Hide
Journeying Robes	5 Burnished Leather, 20 Raw Beast Hide
Journeying Slacks	5 Burnished Leather, 25 Raw Beast Hide
Traveling Helm	5 Burnished Leather, 10 Raw Beast Hide
Traveling Leggings	5 Burnished Leather, 25 Raw Beast Hide
Traveling Tunic	5 Burnished Leather, 20 Raw Beast Hide

MISCELLANEOUS LEATHERWORKING ITEMS

Name	Description	Reagents
Riding Harness	Mount	100 Burnished Leather, 20 Sorcerous Air
Burnished Inscription Bag	36 Slot Profession Bag	50 Burnished Leather, 10 Sorcerous Air
Burnished Leather Bag	36 Slot Profession Bag	50 Burnished Leather, 10 Sorcerous Earth
Burnished Mining Bag	36 Slot Profession Bag	50 Burnished Leather, 10 Sorcerous Earth

TAILORING

Tailoring creates cloth armor, shirts, bags, and other items out of different types of cloth or fur. Cloth is a plentiful, readily available resource that drops from humanoid and many undead enemies. In addition to cloth, Tailors also use silks dropped by spiders, and fur dropped by various beasts. Tailors can also learn how to improve various types of cloth. In Warlords of Draenor, Tailors can even craft their own mount—a flying carpet.

PRACTICING TAILORING

Tailoring is a fairly straightforward process; all you need is cloth, and sometimes thread as well. Since cloth, silk and fur are so easily obtained, this particular Profession doesn't really get difficult until later levels, when daily cooldowns come into play. Certain types of special cloth, used to create more powerful items, can only be crafted once per day.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

MAKING MONEY WITH TAILORING

Bags are the most widespread product from this Profession. Tailors have a long-term market for these, especially once they start getting into bags from the later game. In addition, Tailors can create a variety of shirts and other specialized clothing for fun and role-playing purposes. The different kinds of armor that tailors can create are sometimes in demand as well, but more often than not bags will be your main source of income. Players always need more space for collecting!

DRAENOR TAILORING

Tailoring in Draenor has changed significantly from Tailoring in Azeroth. You'll be able to collect Sumptuous Fur from any beast on Draenor, but you'll need to combine it into Hexweave Cloth to make most items. Hexweave Cloth is created through a daily cooldown, but it can also be created via Work Orders processed at the Tailoring Emporium. Thus, if you have both the Tailoring Emporium, and Tailoring trained as a Profession, you'll be able to craft recipes much faster—because you'll be generating Hexcloth in much larger amounts.

Recipes in Draenor can be learned and created at skill level 1. However, there are also other methods of leveling Tailoring quickly while on Draenor. As you quest and complete content, you may find various torn items that can be combined with Sumptuous Fur and turned in to your Garrison, in exchange for Garrison Resources. There are also Uncommon and Rare quality versions of these items that do not need repair; they can simply be taken to your Garrison. All of these items will also grant you skill points when they are turned in.

Tailors can create Epic quality armor and capes that can be upgraded up to two times. Armor and cloaks don't just take Hexweave Cloth to craft, they also require various Draenor herbs, hides, ore, and even flasks created by Alchemists. In addition to armor and bags, Tailors can also craft the Elekk Plushie, a unique—and cuddly—new Battle Pet.

Item	Reagents
Hexweave Cloth	20 Sumptuous Fur, 10 Gorgrond Flytrap

RARE CLOTH ARMOR

Name	Reagents
Sumptuous Robes	5 Hexweave Cloth, 20 Sumptuous Fur
Sumptuous Cowl	5 Hexweave Cloth, 10 Sumptuous Fur
Sumptuous Leggings	5 Hexweave Cloth, 25 Sumptuous Fur

EPIC CLOTH ARMOR

Name	Reagents
Hexweave Belt	100x Hexweave Cloth, 3x Raw Beast Hide
Hexweave Bracers	100x Hexweave Cloth, Sumptuous Fur
Hexweave Cowl	100x Hexweave Cloth, 5x True Iron Ore
Hexweave Gloves	100x Hexweave Cloth, 2x Raw Beast Hide
Hexweave Leggings	100x Hexweave Cloth, 4x Raw Beast Hide
Hexweave Mantle	100x Hexweave Cloth, 10x True Iron Ore
Hexweave Robe	100x Hexweave Cloth, 10x Sumptuous Fur
Hexweave Slippers	100x Hexweave Cloth, 2x Raw Beast Hide

EPIC CLOAKS

Name	Description
Nimble Hexweave Cloak	100x Hexweave Cloth, Draenic Agility Potion
Brilliant Hexweave Cloak	100x Hexweave Cloth, Draenic Intellect Potion
Powerful Hexweave Cloak	100x Hexweave Cloth, Draenic Strength Potion

TAILORING UPGRADE ITEMS

Name	Description	Reagents
Hexweave Essence	Upgrades item level 640 Tailoring armor to 655.	150 Hexweave Cloth, 30 Sorcerous Water, 15 Savage Blood
Greater Hexweave Essence	Upgrades item level 655 Tailoring armor to 665.	200 Hexweave Cloth, 40 Sorcerous Water, 15 Savage Blood
Hexweave Embroidery	Rerolls the secondary properties of Tailoring armor with item level 640 or above.	10 Hexweave Cloth, 10 Sumptuous Fur

MISCELLANEOUS TAILORING ITEMS

Name	Description	Reagents
Creeping Carpet	Mount	100 Hexweave Cloth, 20 Sorcerous Air
Elekk Plushie	Battle Pet	50 Hexweave Cloth, 10 Sorcerous Earth
Hexweave Bag	30 Slot Bag	100 Hexweave Cloth, 10 Sorcerous Earth

WORLD
WARCRAFT
WARLORDS of DRAENOR

HERBALISM

Herbalism is the harvesting of herbs from plant nodes, and from some enemies (usually Elemental enemies that look like walking vegetation) which have some affinity with nature. These herbs are primarily used by Alchemists and Scribes.

When you learn Herbalism, you gain the Find Herbs skill. When this skill is active, herb nodes appear on your minimap. Watch for these icons while hunting and questing and you should see your skill increase rapidly.

When you find a node, the herb has a glowing outline and your mouse cursor changes into a flower blossom. To gather, right-click on the herb in question. The same thing applies when you find harvestable enemies. When you mouse over a corpse, your mouse cursor changes to a flower blossom if you can harvest from it.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

TAUREN BONUS

Tauren have a racial ability, Cultivation, which increases their Herbalism skill by 15 and allows them to harvest herbs faster than other races.

MAKING MONEY WITH HERBALISM

Herbalism is a good Profession for making money. People buy herbs at lucrative prices, even from the beginning levels forward. There is always a market for most of these herbs, and a new player stands to make plenty of cash if they sell low-level herbs in the Auction House.

Draenor Herbs: Talador Orchid, Nagrand Arrowbloom, Starflower, Gorgrond Flytrap, Fireweed, Frostweed, Chameleon Lotus, Draenic Seeds.

DRAENOR HERBALISM

Herbalism works differently in Warlords of Draenor. There are still plenty of herbs to be found and picked, but you no longer need to be a particular skill level to pick them—you can begin picking any herb at skill level 1! However, your skill level now determines how proficient you are at getting useful materials from the plant. At lower levels, you'll only pick petals. These petals can then be combined to create an herb.

Herb nodes on Draenor drop both herbs and Draenic Seeds. Draenic Seeds can be used to create Work Orders at your Garrison's Herb Garden. In return for your seeds, you'll get a randomly determined, but hefty amount of a variety of Draenor herbs. You can also turn in Draenic Seeds for special cosmetic gear, as well as a special Battle Pet.

Beware when picking herbs on Draenor, however—occasionally, the flowers will fight back! Herbs will randomly spawn an occasional Disturbed Podling who is none too happy about your herb picking. Defeating the Podling will grant you even more herbs for your troubles.

WORLD
WARCRAFT
WARLORDS of DRAENOR

MINING

With Mining, you extract ore, gems, and (in lower level zones) stones from raw metal veins, deposits, and from some enemies (usually rocky Elemental creatures). These materials are used primarily in Jewelcrafting, Blacksmithing, and Engineering. A Mining Pick (or any item that acts as a Mining Pick) is required to mine. You do not need to equip the Mining Pick; just keep it in your Backpack. Miners learn a second ability, Smelting, which turns the ore into metal bars.

Mining also imparts the ability to Find Minerals. When it is active, mineral nodes appear on your minimap. When you find a node, it has a glowing outline and the cursor changes into a pick axe. To mine, right-click on the node. The same thing applies when you find harvestable enemies. When you mouse over a corpse, your mouse cursor changes to a pick axe if you can harvest from it.

Another way to increase your Mining skill level is to Smelt ore. To Smelt, you need access to a forge and ore. Click on the Smelting icon to see what you can currently Smelt. Gaining skill ups from Smelting varies wildly with each new ore you learn to Smelt. Any time you work with a new metal, Smelt as much of it as you can as soon as you can. The skill ups from Smelting dry up much faster than the skill ups you get from mining.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

MAKING MONEY WITH MINING

Mining can be incredibly profitable. With a multitude of different Professions all requiring ore, you have a large potential market. Try selling your low-level metal in both bar and ore form as some people want the refined bars, while others want the raw ore.

Draenor Ore: True Iron Ore, Blackrock Ore, Draenic Stone.

DRAENOR MINING

Mining has changed significantly with Warlords of Draenor. You no longer need to be a particular skill level to mine a particular kind of ore. Your skill level now determines how proficient you are at mining the item instead. If your Profession level is fairly low, you'll gather fragments, or nuggets of ore. These can be combined to create a full piece of ore. Once you have sufficiently leveled your skill, you'll no longer mine fragments.

In addition to ore, mining nodes on Draenor will also give you Draenic Stone. This stone can be used to create Work Orders with your Garrison's Mine. In exchange for the stone, you'll receive a random quantity of Draenor ore. While out mining in Draenor, you may even find a unique Battle Pet.

Almost every Profession in Warlords of Draenor uses ore in one way or another. This means that while Mining may sometimes seem tedious, it also has the potential to be really lucrative in terms of making gold.

SKINNING

Skinners are able to harvest the leather and hides from slain beasts. After you slay a beast and loot it (assuming it's a skinnable creature), your mouse cursor changes into an animal hide when you mouse over it. A Skinning Knife (or another item that acts as a Skinning Knife) is required for Skinning; however, you don't need to equip the item, just keep it in your backpack. To skin, right-click on a skinnable beast. You can also skin another player's looted corpses, but it's good form to ask permission first unless the other player leaves the area.

The leathers and hides are primarily used by Leatherworkers. Skinning is faster to advance than Herbalism or Mining, due to the prevalence of beasts in the game.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

MAKING MONEY WITH SKINNING

Skinning isn't the best Profession to choose if you want to make money—skins and hides aren't high-ticket items. However, in Warlords of Draenor, the hides you get from skinning can be used to supplement a variety of different Professions, not just Leatherworking or Tailoring. If you choose Skinning as a Profession, expect to use the majority of your hides in conjunction with the other Profession you have learned. Sell any extra hides or leather you don't need, but don't expect to make a steady income from doing so—Skinning is largely a supplement to another chosen Profession, rather than a moneymaker.

Draenor Leather: Raw Beast Hide, Stitched Starglazed Leather, Burnished Leather.

DRAENOR SKINNING

Skinning in Warlords of Draenor has been improved so that you can skin any creature of any level, as long as you have the Skinning Profession. However, your skill level determines what kind of yield you get from skinning a creature. If your skill is a lower level, you'll mostly get scraps of materials, which can then be combined into complete pieces of leather or hides.

Skinning isn't the most exciting Gathering Profession you can choose, but it's arguably the easiest to level and gather materials with. While you might have to fight through creatures to reach an ore node or herb spawn, hides are simply gathered from creatures you were already fighting for quests.

WORLD OF WARCRAFT
WARLORDS of DRAENOR

ARCHAEOLOGY

Archaeology is all about exploration and uncovering the past. There are two steps in the Archaeological process. First, you visit digsites and use Survey to locate and unearth artifact fragments of items from various cultures. After collecting enough pieces, you assemble them into a restored piece.

Unlike other gathering skills, digsites are player-specific. There is no competition for artifact fragments between players. Other players searching at the same digsite are uncovering their own fragments.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PRACTICING ARCHAEOLOGY

Open your world map and look for the small shovel icons that appear around the world. There should be up to four zones appropriate to your character's level per continent (Eastern Kingoms, Kalimdor, Draenor, Northrend, and Pandaria) that include active digsites. When you zoom into a zone with an active digsite, the area shaded red on the map provides the exact location for you to visit. There's an option in the upper-right corner of the map frame to toggle the red-shading at the dig sites.

When you reach the area, use the Survey ability to get directions to the exact location of the fragments. The survey instrument that appears indicates both the direction of, and distance to, the fragments. A red light means the fragments are far away; the yellow light indicates you are getting closer; and the green light means you are very close to the fragments. When you are close enough to the fragments, a container of some sort appears instead of your survey tools. Right-click on the item to collect the fragments. You don't carry these items around in your backpack. Instead, they're stored as currency.

DWARF BONUS

Dwarves have a racial ability, Explorer, which allows them to find additional fragments when looting archaeological finds and survey faster than other archaeologists.

Click on the appropriate Archaeology crest to watch your progress. After you collect enough fragments, click on the Solve button to create the listed item. The item goes into your backpack, you get a skill up, and you start on the next object. Any leftover fragments are applied to the new item, so you don't need to worry about wasted pieces.

Most of the items uncovered with Archaeology are not for combat purposes. There are a few special pieces here and there, but mostly this Profession leads to more peripheral elements, like fun pets, mounts, and Toys for your Toy Box.

Type/Fragments	Keystones	Minimum Skill To Get Digsites
Dwarf	Dwarf Rune Stone	1
Fossil	N/A	1
Night Elf	Highborne Scroll	1
Troll	Troll Tablet	1
Draenei	Draenei Tome	300
Nerubian	Nerubian Obelisk	300
Orc	Orc Blood Text	300
Vrykul	Vrykul Rune Stick	300
Tol'Vir	Tol'vir Hieroglphic	450
Mogu Mogu	Statue Piece	500
Pandaren	Pandaren Pottery Shard	500
Draenor Clans	Draenor Clan Orator Cane	600
Ogre	Ogre Missive	600
Arakkoa	Arakkoa Cipher	600

ARAKKOA OUTCASTS

In Warlords of Draenor, the Arakkoa Outcasts work with Archaeology in much the same way that the Lorewalkers of Pandaria did. You can trade in excess fragments for crates of fragments from other, non-Draenor Archaeology types. Raising your reputation with the Arakkoa Outcasts will also unlock access to useful Archaeology items, like maps that randomize digsites, and even Lodestones that will teleport you to a randomly chosen active digsite.

LOOK UP!

Keep your eyes open in the Spires of Arak! Hidden around the zone are special treasure chests in hard-to-reach areas. Climb, jump, and sneak your way to these out of the way hidden caches and you'll be rewarded with additional Arakkoa Archaeology Fragments.

Archaeology rewards in Warlords of Draenor include unique Battle Pets and Bind on Account weapons and armor, as well as other fun items. Each completed solve also reveals interesting lore and history surrounding the orcs, ogres, and arakkoa of Draenor.

COOKING

Cooking turns various items (raw meat and fish, flour, and spider parts to name a few) into food that restores health and even conveys short-term buffs to various statistics. Cooking requires a heat source of some type, such as a stove or cooking fire. Fortunately, when you first train cooking, you also gain the ability to create a fire anywhere with Basic Campfire. You don't need any tools to create a Basic Campfire.

At higher levels, Cooking buffs go beyond Stamina improvements and start to provide bonuses to different stats. These are very nice, especially considering the low cost involved in creating them. Food isn't hard to gather, and it takes only a few moments to start a fire.

Any character benefits from Cooking. It's easiest to keep up with when you start as soon as possible and use the materials you get from looting enemies. If you are also working on Fishing, there are many recipes available that allow you to cook your catches.

PRACTICING COOKING

For easier access to the menus, you can put both Cooking and Basic Campfire abilities on an Action Bar. Clicking Cooking opens a menu of all the recipes you know. Clicking Basic Campfire creates a fire should you need a heat source. Some recipes call for special spices or other items, but these are available from Cooking vendors, and most Trade vendors.

MORE FUN WITH COOKING

There are daily quests available only to characters with Cooking. Visit Shattrath City in Outland, Dalaran in Northrend, or any of the Horde and Alliance cities to obtain these quests. Until you learn Pandaren Cooking, these daily quests reward Epicurean's Awards. When you become proficient in Pandaren Cooking, the quests found in your faction's cities award Ironpaw Tokens instead. There are Achievements tied to these daily quests as well as unique recipes, which can't be obtained in any other way.

On a final note, you can't go wrong learning Cooking if you plan on raiding or running heroic dungeons. Cooked meals provide a variety of statistical bonuses (although only one type of stat boost from cooking can be active at a time), and there are even feasts you can set out for anyone in your party to eat and reap their benefits. While not everyone needs to be a cook, someone needs to create and distribute the food to your group, and only you know what type of food buff is best for your character.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

PANDAREN BONUSES

Pandaren have two racial abilities related to Cooking. Gourmand increases their Cooking skill by 15. Epicurean doubles the statistical benefit from food buffs.

DRAENOR COOKING

Cooking in Warlords of Draenor has been vastly streamlined for easier food production. Most basic food recipes in Draenor can be learned and created at skill level 1. However, the more proficient your skill level is the more servings of a recipe you can make per crafting. There are two tiers of food you can create, and two feasts you can create as well. All food recipes use meat, fish, and herbs commonly found all over Draenor. With your Garrison's Herb Garden, you should have no problem getting all the ingredients you need to dish up some Draenor cuisine!

Draenor food now only provides buff increases to Secondary Stats. The basic level of food recipes will provide +50 to a particular Secondary Stat. The only exception to this is Stamina. The Stamina buff for basic food is slightly higher. Basic recipes do not require herbs, simply meat or fish from around Draenor, and eggs that can be purchased from Traders in your Garrison for Garrison Resources.

The second tier of food you can create provides +75 buff to a particular Secondary Stat. Again, the only exception to this is Stamina food, which provides a slightly higher buff. This higher level food requires you to combine two basic food items along with Draenor herbs. Feasts are available for either 10 or 25 players, and are made with large amounts of meat, fish, and eggs.

Sometimes while cooking, you'll come up with a recipe idea that teaches you a new Draenor recipe. Similarly, you can occasionally learn a new recipe simply by tasting a dish you haven't learned the recipe for. In addition to the streamlined method of food production, Cooking also has its own Battle Pet, Lil' Leftovers.

DRAENOR COOKING RECIPES

Recipe	Stat Modified	Description	Ingredients
Hearty Elekk Steak	Stamina	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Raw Elekk Meat
Blackrock Ham	Critical Strike	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Raw Boar Meat
Pan-Seared Talbuk	Haste	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Raw Talbuk Meat
Braised Riverbeast	Mastery	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Raw Riverbeast Meat
Rylak Crepes	Multistrike	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Rylak Egg
Clefthoof Sausages	Versatility	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Raw Clefthoof Meat
Steamed Scorpion	Stamina	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	10 Sea Scorpion Segment
Grilled Gulper	Critical Strike	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	10 Abyssal Gulper Eel Flesh
Sturgeon Stew	Haste	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	10 Blind Lake Sturgeon Flesh
Fat Sleeper Cakes	Mastery	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	10 Fat Sleeper Flesh
Fiery Calamari	Multistrike	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	10 Fire Ammonite Tentacle
Skulker Chowder	Versatility	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	10 Jawless Skulker Flesh
Talador Surf and Turf	Stamina	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Hearty Elekk Steak, 5 Steamed Scorpion, Talador Orchid
Blackrock Barbecue	Critical Strike	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Blackrock Ham, 5 Grilled Gulper, Fireweed
Frosty Stew	Haste	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Pan-Seared Talbuk, 5 Sturgeon Stew, Frostweed
Sleeper Surprise	Mastery	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Braised Riverbeast, 5 Fat Sleeper Cakes, Starflower
Calamari Crepes	Multistrike	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Rylak Crepes, 5 Fiery Calamari, Nagrand Arrowbloom
Gorgrond Chowder	Versatility	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Clefthoof Sausages, 5 Skulker Chowder, Gorgrond Flytrap
Saberfish Broth	N/A	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Crescent Saberfish Flesh
Grilled Saberfish	N/A	Recipe for 4 servings. Actual number of servings will vary based on cooking skill. You may get a new recipe idea while cooking.	5 Crescent Saberfish Flesh

FEASTS

Name	Description	Ingredients
Feast of the Waters	Feed up to 10 people in your raid or party with a Feast of the Waters.	10 Sea Scorpion Segment, 10 Abyssal Gulper Eel Flesh, 10 Blind Lake Sturgeon Flesh, 10 Fat Sleeper Flesh, 10 Fire Ammonite Tentacle, 10 Jawless Skulker Flesh
Feast of Blood	Feed up to 30 people in your raid or party with a Feast of Blood.	10 Raw Elekk Meat, 10 Raw Boar Meat, 10 Raw Talbuk Meat, 10 Raw Riverbeast Meat, 10 Rylak Egg, 10 Raw Clefthoof Meat

World of WarCraft
Warlords of Draenor

FIRST AID

First Aid enables you to create bandages which are used to restore health, and antidotes to remove poisons. Bandages are created from cloth drops in the game, and they can be used outside of combat or even while in the middle of it. Bandages can be used on yourself, other players, or pets. Characters that are damage dealers should use First Aid even more aggressively than most. In really big team fights, the tanks and healers get the most attention when it comes to healing. Damage dealers are last on the list, and if there isn't enough mana to go around they are the ones that come up short.

Being able to restore some health during these fights is a godsend. You shouldn't try to use a bandage when an enemy is in the middle of attacking you. This disrupts the process, ending your health restoration. Bandages have a cooldown period, so you can't continually apply them. Stun an enemy or otherwise get away from them for a few moments and use your First Aid.

PRACTICING FIRST AID ON DRAENOR

First Aid on Draenor now has multiple applications and uses. While you can still make bandages to heal yourself over time, you can now also craft Healing Tonics that act as health potions, for an instant heal. In addition, you can create oil and anti-venom that will not only cure a Disease or a Poison, but reduce the duration of newly applied Diseases or Poisons for a short duration of time. All new First Aid items now require you to gather fish. This includes the new Antiseptic Bandage, which uses both Sumptuous Fur and Sea Scorpion Segments to craft.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

FISHING

Fishing allows you to cast your line into any body of water deep enough. You can catch fish, of course, but you may also catch other marine life, junk, or treasure. Fish have many uses, and can be used to supplement a multitude of different Professions, but they are mainly used for food.

The types of fish available from a body of water are not determined by your Fishing skill. Instead, the types of fish are determined by the area. However, if your skill isn't considered high enough for the area, you only catch random trash items. There are also schools of fish in the waters around the world. These schools enable you to catch specific fish, if your casting is accurate. When you gain the ability to track fish, these schools of fish appear on your minimap making it easy to find them.

PRACTICING FISHING

You no longer need to purchase a Fishing Pole to begin Fishing; you automatically have a basic one when you learn the Fishing skill. Open your Professions tab to find the Fishing icon, and place it on one of your Action Bars for ease of access. Click on Fishing and your character will cast a line. A bobber appears on the water's surface; move your mouse cursor over the bobber until it turns into the fishhook icon. Keep a close eye on your bobber until it moves, and then quickly right-click the bobber. If successful, you receive a loot window that includes a fish or another item of some value.

Although you don't need a Fishing Pole to begin fishing, there are many unique Fishing Poles in the game that provide useful buffs to your Fishing skill, or even offer other buffs, like underwater breathing. You can also use a variety of baits, lures, and enchanted fishing lines to improve your odds of catching a fish.

Proficiency Level Name	Character Level Minimum	Skill Level Minimum	Skill Level Maximum
Apprentice	5	0	75
Journeyman	10	50	150
Expert	20	125	225
Artisan	35	200	300
Master	50	275	375
Grand Master	65	350	450
Illustrious Grand Master	75	425	525
Zen Master	80	500	600
Draenor Master	90	1	700

DRAENOR FISHING

Fishing on Draenor is a little different than fishing on Azeroth. Draenor's fish come in several different sizes. The higher your Fishing skill, the larger the fish you can catch. When you catch a fish, you'll need to fillet it in order to use it for Cooking—to do so, simply right-click the fish. Along with providing materials for Cooking, Draenor fish are used in a variety of different crafting recipes. Your Garrison's Fishing Shack will allow you to catch Draenor fish from the comfort of your Garrison, without having to travel around the world. When you unlock and build the level 3 version of the Fishing Shack, you'll be able to go talk to Nat Pagle and persuade him to come to your Garrison and stay as a follower. He can then be assigned to the Fishing Shack, and he has all kinds of fun and valuable items and rewards that can be unlocked if you're a dedicated fisherman.

MORE FUN WITH FISHING

There are daily quests available only to characters with Fishing. Visit your faction's capital, Shattrath City in Outland, and Dalaran in Northrend to obtain these quests. There are Achievements tied to these daily quests as well as unique pets that can't be obtained in any other way.

There are also weekly fishing contests on two continents. The goblins of Booty Bay host one event, and the Kalu'ak of Northrend host another in the city of Dalaran. There are some great rewards for the players who manage to win these contests.

WORLD
WARLORDS of DRAENOR

GARRISON BUILDINGS AND PROFESSIONS

Professions in Warlords of Draenor are simultaneously more streamlined to learn and more accessible than ever before—and it's all because of Garrisons.

GATHERING MATERIALS

In addition to small buildings centered on Professions, your Garrison will also eventually unlock an Herb Garden and a Mine. Both of these structures will require you to complete a quest to unlock them, but once they are unlocked, you will be able to gather both Draenor herbs and Draenor ore, even if you do not have Herbalism or Mining as one of your Professions. Although the yield from these structures is nowhere near as prolific as going out in the world and gathering the materials with the appropriate Profession, this still means that you'll be able to remain reasonably self-sufficient when you are crafting goods.

BUILDINGS AND CRAFTING

Your Garrison can hold up to three small buildings, and many of these small buildings are directly related to Professions. If you have both a learned Profession and possess a building that specializes in that same Profession, that means you can craft and produce fun and valuable items fairly quickly. It also means that you have access to the highest, best possible tiers of crafting recipes.

However, you have a choice to make. If you wish, you can create small buildings that center on Professions that you have not learned. By doing so, you gain access to materials and items that you ordinarily would not be able to craft on your own—the workers in your Garrison will craft these items for you. This means that you won't need to rely on other crafters to create items for you while you are leveling; you can simply do so in your Garrison. But there's a catch—your Garrison workers cannot craft the highest, best possible items. Those are reserved solely for players that have trained that Profession and learned the appropriate recipes.

This might seem like a difficult decision to make, but keep in mind that your Garrison buildings are not static. You can change your mind and replace a building with another building at any point. It will cost you to do so, but this flexibility means that you can try out as many different Professions as you'd like. The choice is yours!

WORLD
WARCRAFT
WARLORDS of DRAENOR

CHARACTER CLASS INTRODUCTION

Choosing a Class

Of all the character-creation decisions, your class choice has the greatest impact on the type of experience you have in World of Warcraft. There are eleven available classes in the game, but not all classes are available to every race. For your first character, you have ten class choices: Druid, Hunter, Mage, Monk, Paladin, Priest, Rogue, Shaman, Warrior, and Warlock.

DEATH KNIGHT

The eleventh class is a "hero" class: the Death Knight. This class is available only to players who already have a high-level character. You must wait to create a Death Knight until your first character reaches level 55. Any race, except Pandaren, can play as a Death Knight.

A QUICK LOOK AT CLASSES

Mage, Priest, Rogue, and Warrior are considered the four archetypal classes because they are classic role-playing and fantasy heroes from the myths and literature that inspired the creators of World of Warcraft. Warriors and Rogues are primarily melee combat classes, while Mages and Priests prefer to stay at a safe distance in combat.

Druid, Monk, Paladin, and Shaman are the "hybrid" classes because they are versatile characters, equally comfortable fighting up close or using magic spells to harm enemies or heal allies.

Hunter and Warlock are the "pet" classes because both rely on a companion pet for a great deal of assistance. Hunters tame wild beasts, while Warlocks summon demonic creatures.

TIPS FOR CHOOSING YOUR CLASS

Experienced players can debate all day (and they do) about which classes are the easiest to play, hardest to play, strongest, weakest, over-powered, under-powered—you get the idea. As a new player, you should make a choice based on personal preference.

When contemplating classes, consider the role that appeals to you and keep the following things in mind:

- **Hunters, Mages, Priests, and Warlocks fight best from a safe distance. You must learn how to control the range of the fight, because you're not built for melee combat. Keep enemies away from you, and you'll be successful.**

- **Monks, Paladins, Rogues, and Warriors fight up close and personal with their enemies. Melee combat is louder (with the combat noises like clanging weapons) and is generally more chaotic than what ranged classes experience.**

- **Druids and Shaman can fight at long range or in melee combat, and it's up to you to decide which way you prefer.**

The next thing to consider is how you plan to play the game. The "how" in this case is "How many people will you be playing with?"

Going Solo

If you plan to play solo (which means you'll be playing the game alone for a majority of the time), any class is a viable choice. Because there are already a number of people who play the game alone, large portions of World of Warcraft are designed around people playing solo.

Playing In A Group

If you plan on playing with other people (even if it's just one other person), someone in the group should play a class with access to healing spells, but healing is just one of the roles your character can assume. To keep it simple, imagine that every character falls into one of three categories: tank, healer, and damage dealer.

Tank

Do you enjoy shielding people from harm? Tanks are a good choice for you. They are often the leader of groups, and people respect them when they get the job done. It's not the easiest choice, but it is rewarding. Protection Warriors, Protection Paladins, Brewmaster Monks, Guardian Druids, and Blood Death Knights may assume the role of tanks.

Healer

Is it okay if someone else does the killing while you support them? Healing may be the way for you. Healers are essential to great groups. They rarely get the glory of a tank, but they are needed, and wise players are quick to thank them for being there. Discipline and Holy Priests, Restoration Shamans, Mistweaver Monks, Holy Paladins, and Restoration Druids can fill this role.

Damage Dealer

Is self-reliance a big thing for you? Maybe you just want to slaughter when you get the chance, but groups are more of a "take it or leave it" thing. You're a damage dealer. About 60% of a given group is composed of damage dealers. Some may have backup healing (or backup tanking) potential, but their primary role is to disable or kill enemies. Any class can fill this role but Rogue, Mage, Warlock, and Hunter are notable choices because they are dedicated to this task.

Damage Dealers come in two varieties: melee and ranged.

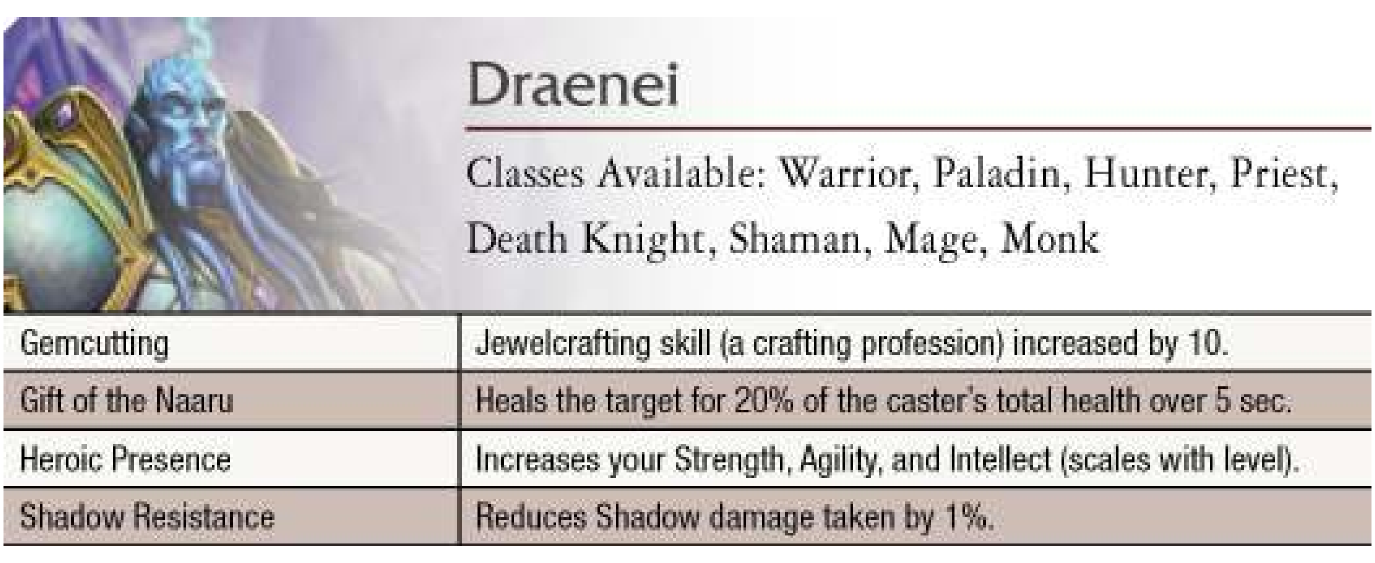
Arms and Fury Warriors, all three Rogue specializations, Feral Druids, Windwalker Monks, Frost and Unholy Death Knights, Retribution Paladins, and Enhancement Shaman are all melee Damage Dealers.

The ranged Damage Dealer character options are all three specializations including Mages, Warlocks, Elemental Shaman, Balance Druids, and Shadow Priests. All three Hunter specializations are also ranged damage dealers, but they deal physical damage instead of the magic-based damage done by the previously listed classes.

RACIAL ABILITIES SUMMARY

The following is an overview of the bonuses for selecting a certain race. The designers of World of Warcraft worked hard to create balanced abilities. Consider the following bonuses as a minor factor in selecting your character's race.

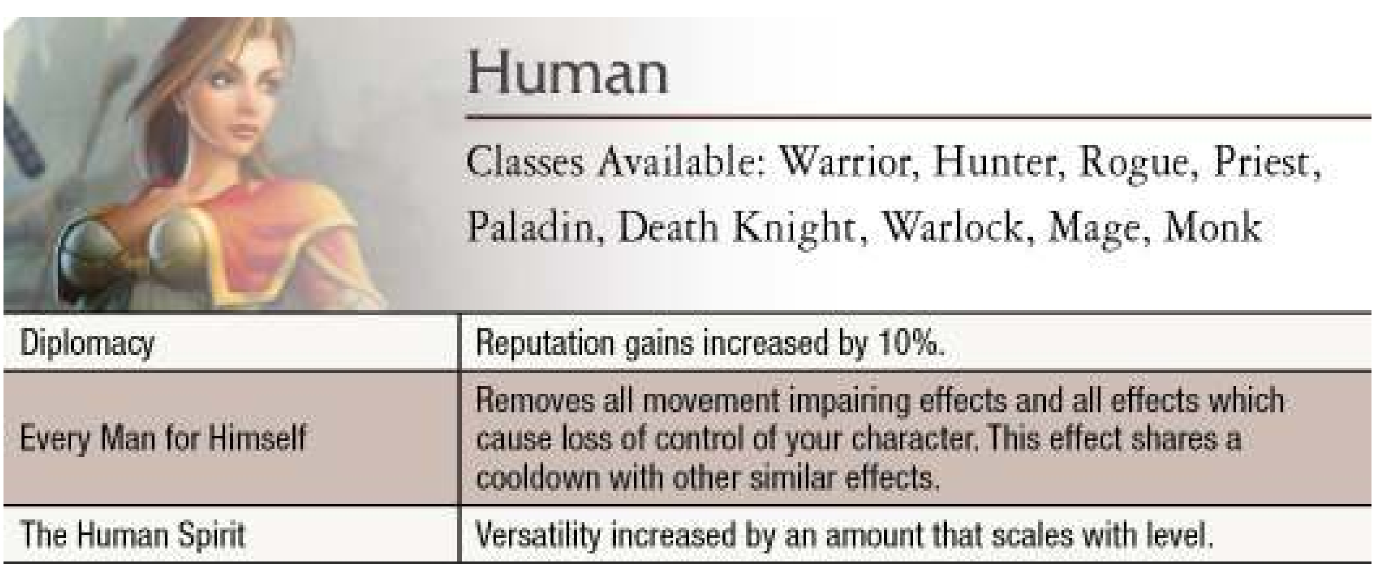
ALLIANCE



Draenei

Classes Available: Warrior, Paladin, Hunter, Priest, Death Knight, Shaman, Mage, Monk

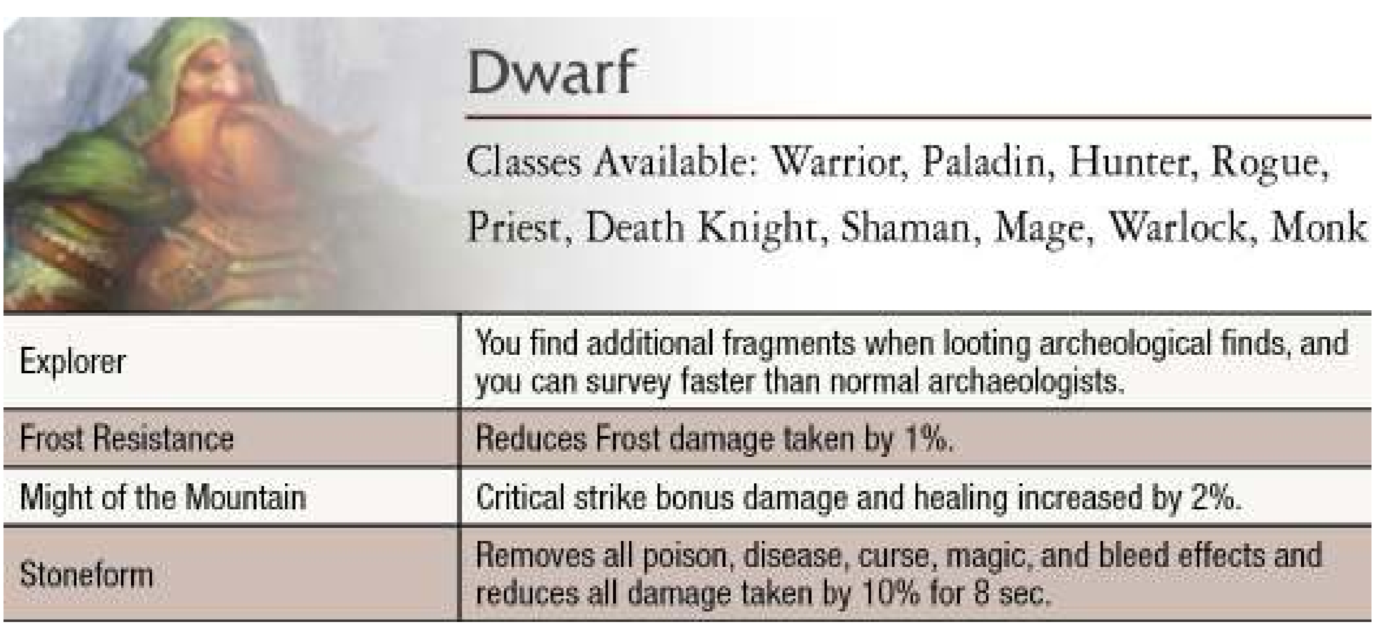
Gemcutting	Jewelcrafting skill (a crafting profession) increased by 10.
Gift of the Naaru	Heals the target for 20% of the caster's total health over 5 sec.
Heroic Presence	Increases your Strength, Agility, and Intellect (scales with level).
Shadow Resistance	Reduces Shadow damage taken by 1%.



Human

Classes Available: Warrior, Hunter, Rogue, Priest, Paladin, Death Knight, Warlock, Mage, Monk

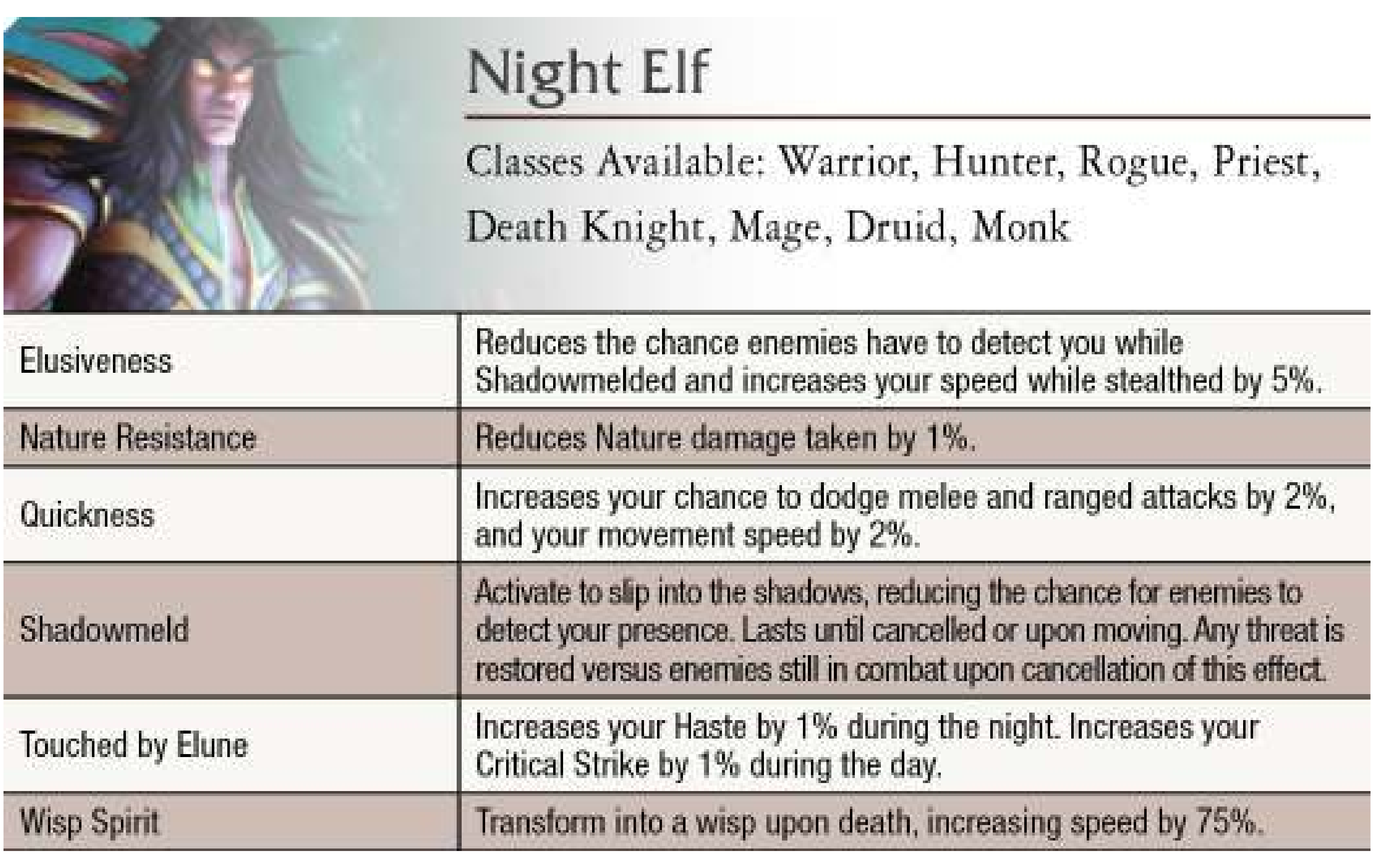
Diplomacy	Reputation gains increased by 10%.
Every Man for Himself	Removes all movement impairing effects and all effects which cause loss of control of your character. This effect shares a cooldown with other similar effects.
The Human Spirit	Versatility increased by an amount that scales with level.



Dwarf

Classes Available: Warrior, Paladin, Hunter, Rogue, Priest, Death Knight, Shaman, Mage, Warlock, Monk

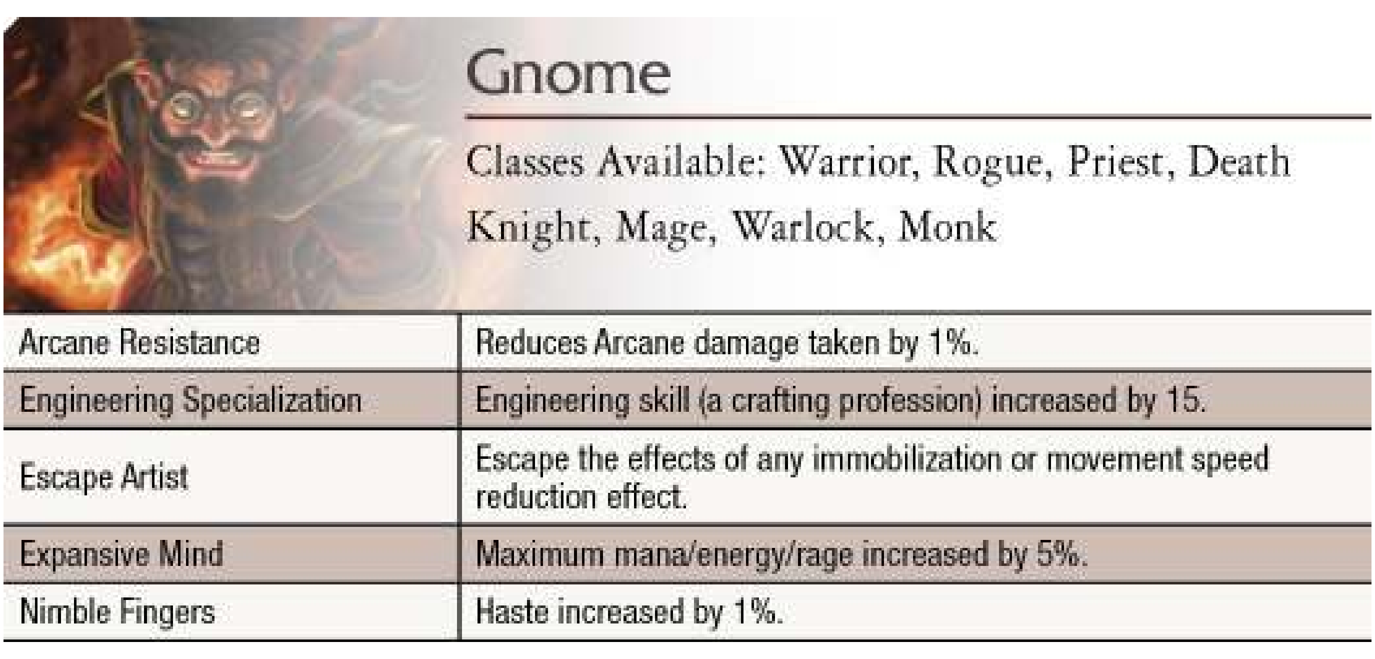
Explorer	You find additional fragments when looting archeological finds, and you can survey faster than normal archaeologists.
Frost Resistance	Reduces Frost damage taken by 1%.
Might of the Mountain	Critical strike bonus damage and healing increased by 2%.
Stoneform	Removes all poison, disease, curse, magic, and bleed effects and reduces all damage taken by 10% for 8 sec.



Night Elf

Classes Available: Warrior, Hunter, Rogue, Priest, Death Knight, Mage, Druid, Monk

Elusiveness	Reduces the chance enemies have to detect you while Shadowmelded and increases your speed while stealthed by 5%.
Nature Resistance	Reduces Nature damage taken by 1%.
Quickness	Increases your chance to dodge melee and ranged attacks by 2%, and your movement speed by 2%.
Shadowmeld	Activate to slip into the shadows, reducing the chance for enemies to detect your presence. Lasts until cancelled or upon moving. Any threat is restored versus enemies still in combat upon cancellation of this effect.
Touched by Elune	Increases your Haste by 1% during the night. Increases your Critical Strike by 1% during the day.
Wisp Spirit	Transform into a wisp upon death, increasing speed by 75%.



Gnome

Classes Available: Warrior, Rogue, Priest, Death Knight, Mage, Warlock, Monk

Arcane Resistance	Reduces Arcane damage taken by 1%.
Engineering Specialization	Engineering skill (a crafting profession) increased by 15.
Escape Artist	Escape the effects of any immobilization or movement speed reduction effect.
Expansive Mind	Maximum mana/energy/rage increased by 5%.
Nimble Fingers	Haste increased by 1%.

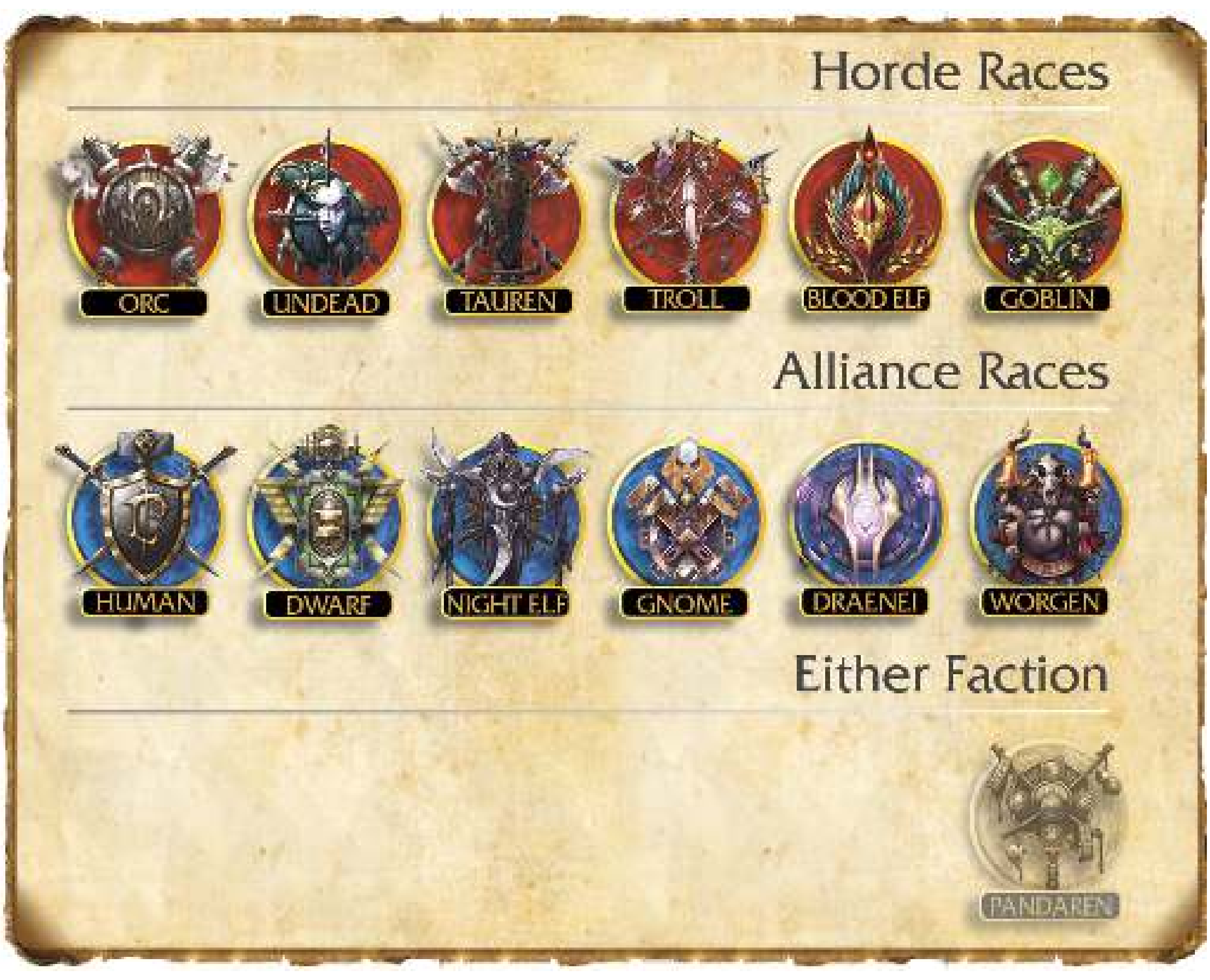
Worgen

DEATH KNIGHT

OVERVIEW

Death Knights are a Hero class. You can't unlock these characters until you have one character reach level 55. Once there, you can create a Death Knight and have them start at level 55 themselves. There is a specific starting area just for these characters, and they have an awesome backstory that you get to experience.

Death Knights are forced to deal their damage at close range, but they wear plate and take hits well. Melee is their natural environment, and they even have abilities that pull enemies into their favored combat range. Death Knights also get combative pets, which aren't as powerful as Hunter or some Warlock pets, but they add flavor to playing as a Death Knight.



PROMINENT CLASS ABILITIES

Runic Power

Death Knights have six total runes, from Blood, Frost, and Unholy. Use of these builds up Runic Power, a resource that is used for specific combat abilities.

Runeforging

Death Knights get to "enchant" their own weaponry. Runeforging allows a Death Knight to tailor weapons to specific situations with greater flexibility than what is available to other classes.

Specializations

At Level 55, Death Knights must choose one of the following specializations: Blood, Frost, or Unholy.

Blood Death Knights are tanks who focus on holding the attention of enemies in combat, and surviving the resulting damage.

Frost Death Knights combine damage from direct attacks and Frost-based spells. They are the only Death Knights capable of dual-wielding weapons.

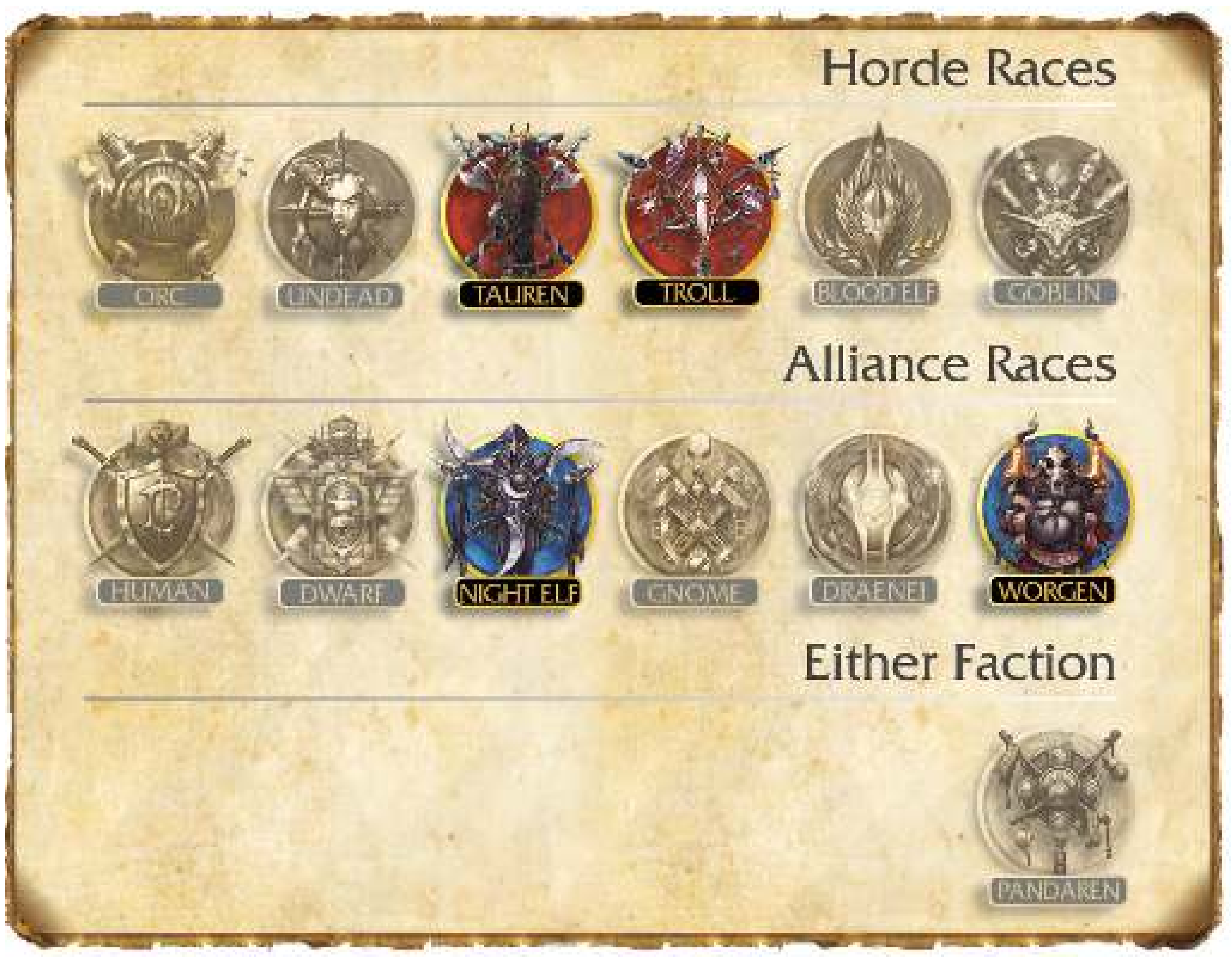
Unholy Death Knights have better overall spellwork, improved damage over time, and have superior summonable pets. They even get a special Gargoyle every few minutes.

DRUID

OVERVIEW

Druids are the only class with four specializations. Druids can perform any group roles. They can fight in melee combat or use powerful spells from a safe distance. At level 6, Druids begin gaining the ability to change forms. Each form gives the Druid a different appearance and different abilities. Druids even learn how to fly under their own power (other classes need mounts to fly).

There is so much Druids can do and they have so many abilities, it's easy to become confused. However, don't be discouraged from trying out a Druid if you feel drawn to them, or if you have a background in other types of gaming and don't feel like you'll be in over your head. Remember that you do not need to perfect all four specializations at once and can progress by focusing on any single one of them.



PROMINENT CLASS ABILITIES

Shapeshifting

The versatility of Druids is highlighted by the many forms they can assume. Starting at level 6, where they get cat form, Druids end up with many potential choices, and each form is designed to enhance the Druid's abilities in a certain way: bear for durability, cat for inflicting damage, and moonkin for spell damage. Druids who want to heal stay in their base caster form, but can turn into the powerful Tree of Life with the Incarnation talent.

Travel Options

In addition to their combat forms, Druids learn special forms that boost their travel speed. They can assume a travel form that boosts their land speed, an aquatic form for increased swimming speed and underwather breathing, and a flight form that allows them to take to the sky.

Specializations

At level 10, Druids must decide to follow one of the following talent trees: Balance, Feral, Guardian, or Restoration.

Balance opens the moonkin form, and causes the Druid to deal more damage with their spells.

Feral provides a boost to the Druid's cat form, turning them into close-combat nightmares.

Guardian enhances the tank aspects of a Druid, allowing them to act as the protector to everyone in their groups.

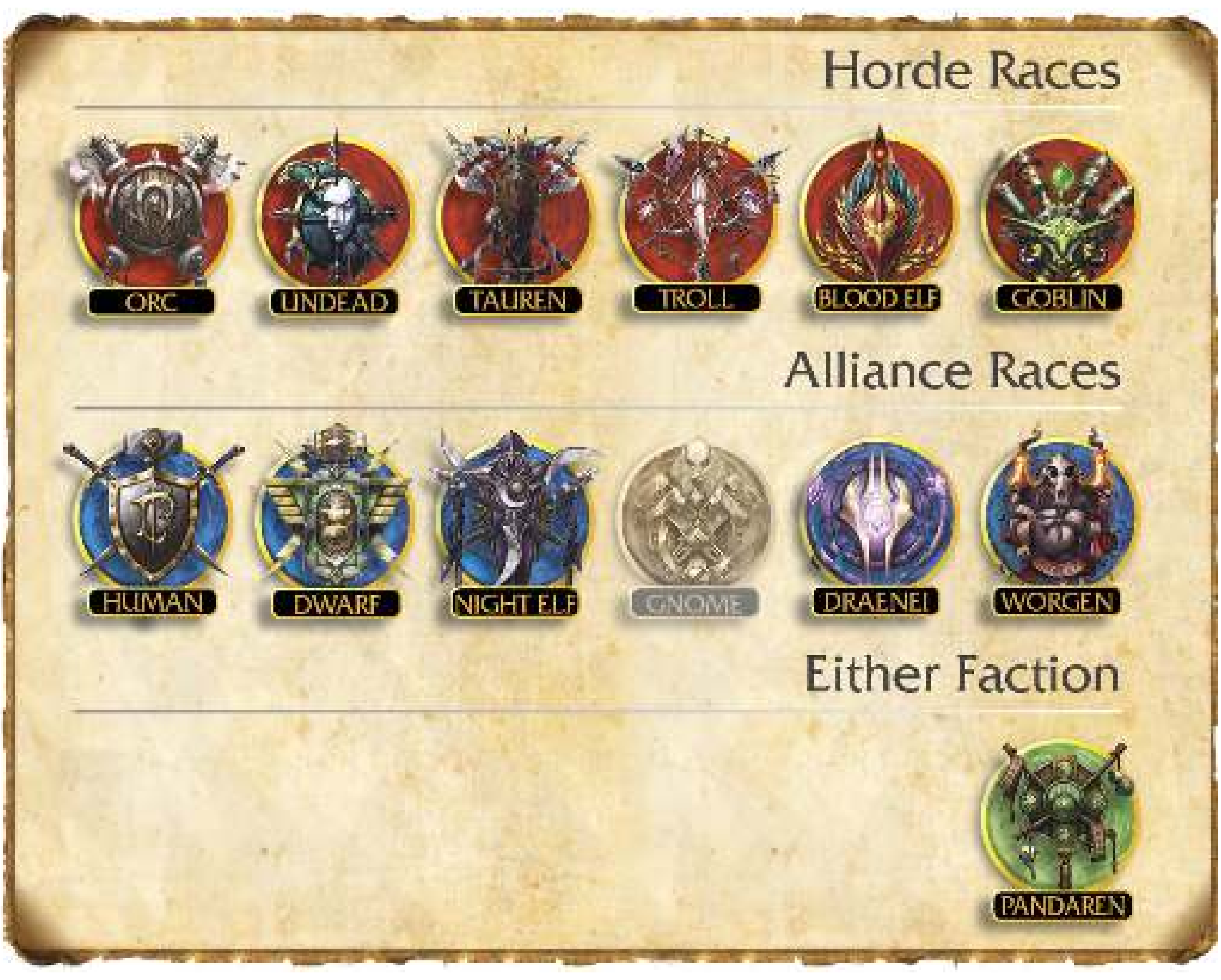
Restoration is a line dedicated to healing. The ultimate expression of this line is the Druid's ability to periodically assume the form of a Tree of Life.

HUNTER

OVERVIEW

If you play a Hunter, you are never alone. Hunters have a pet as a constant companion. In essence, Hunters have a tank and a minor damage dealer at their beck and call, allowing them to attack from a safe range. Hunters can eventually tame a wide variety of pets, so you aren't forced to raise just one creature.

Hunters deal damage primarily with a bow or gun, but have other tricks at their disposal when it comes to dealing with enemies. You can even feign death to escape a difficult situation! For these reasons, many solo players choose the Hunter class.



PROMINNENT CLASS ABILITIES

Traps

Hunters use traps on enemies during combat, and they have a variety of effects. For example, one trap damages any nearby enemies when it is set off. Hunters learn additional types of traps as they gain levels, and can even have multiple traps set at the same time.

Aspects

Hunters use animalistic characters in the form of Aspects to encourage one type of fighting or another. One Aspect improves a Hunter's endurance, others help the Hunter inflict damage. There are even ways to improve an entire group's running speed through the use of Aspects!

Specializations

At level 10, Hunters must decide to follow one of the following specializations: Beast Mastery, Marksmanship, or Survival.

Beast Mastery puts at least half of the damage output of the Hunter/Pet team onto the pet. You get the strongest pets in the game by taking points in Beast Mastery. You also get the ability to tame Exotic Pets.

Marksmanship swings the damage pendulum back onto the Hunter. This is the line for massive ranged damage. However, Marksmanship is much harder to play than Beast Mastery. Your pet won't hold quite as much attention from monsters, so you need to know when to switch targets when necessary, and stay more mobile.

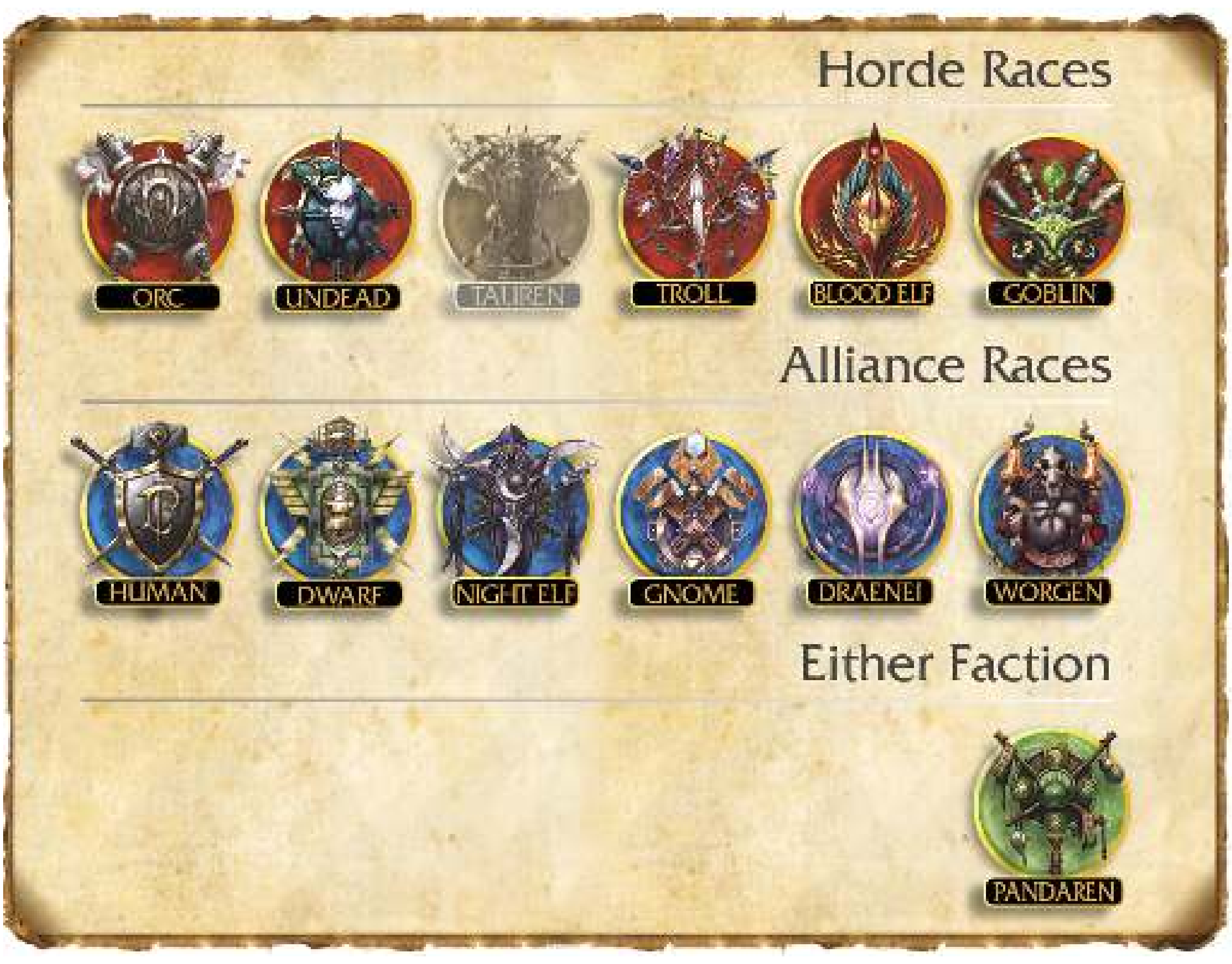
Survival Hunters are the trickiest Hunters to play. Think of things like this: Beast Masters encourage their pet to be the hero. Marksman have their pets as sidekicks. Survival Hunters try to strike an even balance with their pets. They work together, using the best strengths of each to get the most out of the class. Survivalists bring a number of tricks to a group, but it's a challenging Hunter specialization to master. Survival enhances traps and gives some of the best crowd control abilities among Hunters.

MAGE

OVERVIEW

Mages are known for dealing large doses of direct damage from a distance, while also being capable of damaging multiple enemies at once with their numerous AoE spells. Mages are not without their share of utility, however, which includes teleportation spells (for the Mage and group members), reliable crowd control and conjuring temporary items that replenish health and mana.

Depending on the situation and the talents chosen, Mages can be fragile but powerful wizards (often referred to as "glass cannons") or durable masters of snares and crowd control. Although all of a Mage's specializations are involved in dealing damage, they're vastly different in their purpose and the way they're played.



PROMINENT CLASS ABILITIES

Out Of Combat Utility

Mages are excellent damage dealers, but they have an impressive list of abilities that are a huge help at other times. They gain the ability to conjure food and water to sustain adventuring parties. Mages can learn to teleport themselves to various cities available to their faction. At higher levels, they learn how to create portals that allow anyone grouped with them to travel instantly to those same cities. Note that any damage caused to the caster will interrupt Teleport or Portal spells, so make sure to check for enemies before attempting to use these slow-casting spells.

Crowd Control

Polymorph is the main source of Mage crowd control. Mages can turn humanoid or beast targets into sheep (although there are objects around the world that let you pick other forms, such as pigs and penguins) and render them unable to act for some time, as long as the target doesn't take any damage. If you're in a party, it's a good idea to tell your party members if you plan to Polymorph a target; that way, they can avoid hitting it and breaking your Polymorph early.

Specializations

At level 10, Mages must decide on one of the following specializations: Arcane, Fire, or Frost.

Arcane is a good "middle of the road" specialization for Mages. They enjoy a fair number of instant spells, damage avoidance, and disabling target opportunities. They represent the balance between the damage heavy Fire Mages and the control heavy Frost Mages and present well-rounded abilities for group or solo play.

Fire is the most predictable Mage specialization, but that doesn't stop them from inflicting frightening amounts of damage. They have a more organized method of attack, and their sustained damage is excellent in groups. However, they aren't great at getting out of trouble.

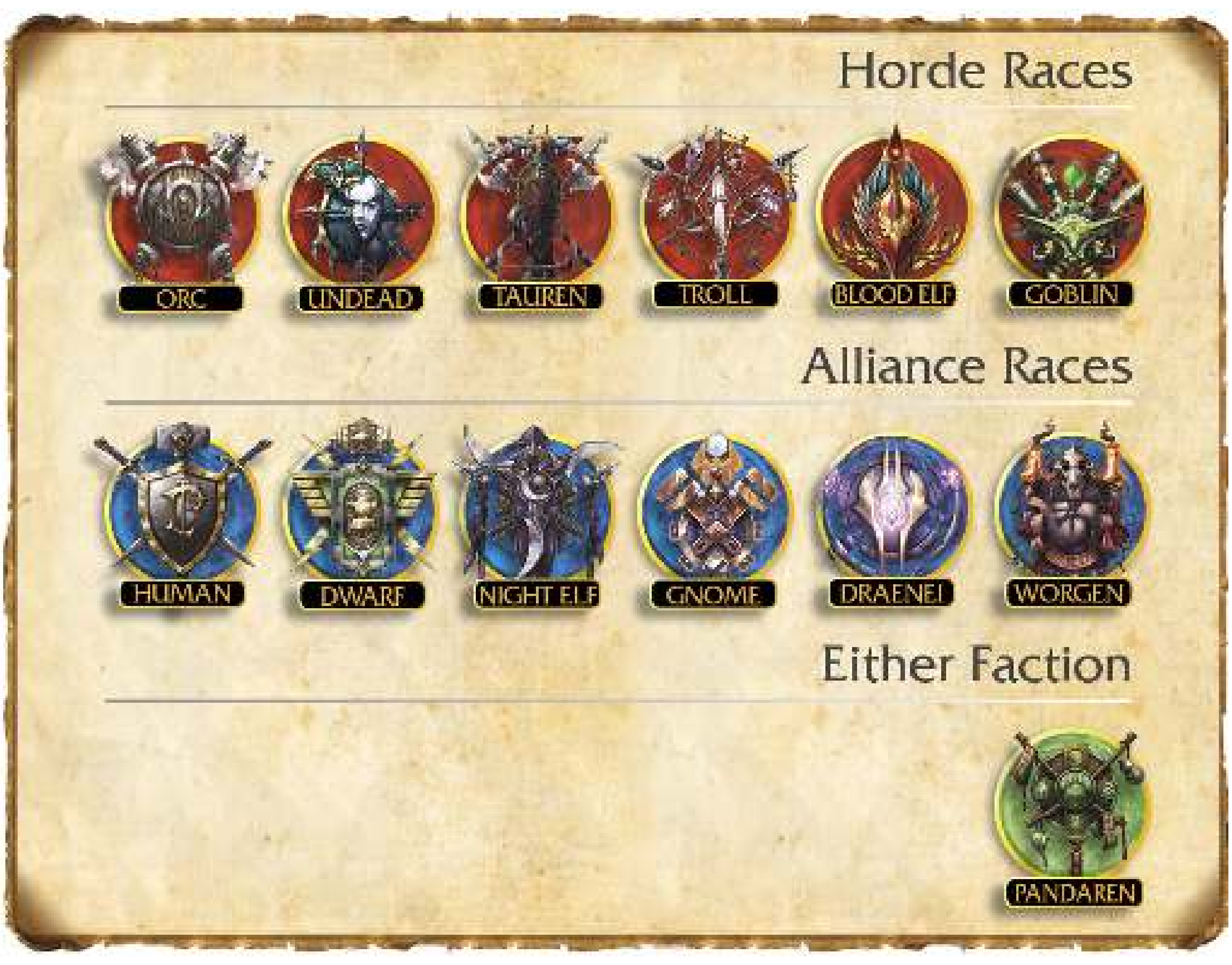
Frost Mages are wonderful allies or vile pests, depending on your perspective. This specialization offers a greater number of escape options than other Mages, making them hard to kill. They don't deal as much damage as Fire Mages and may lack some of the utility of Arcane Mages, but there has to be a trade-off somewhere, right?

MONK

OVERVIEW

Monk is a hybrid class able to assume any group role. Monks use Chi as the primary resource for performing many of their special abilities. Monks use leather armor and are equally adept with a variety of one-hand and two-hand weapons.

As with any hybrid, Monks come with so many tricks that they may not be an ideal choice for new players. However, once you're more familiar with the game, playing as a Monk can be incredibly fun and rewarding.



PROMINENT CLASS ABILITIES

Stances

Depending on their specialization, Monks can adopt one of three animal-based Stances, granting them significant boosts to their abilities. There is one Stance designed for each party role (tank-ox, healer-serpent, damage dealer-tiger) Monks can assume.

Chi

Chi is a resource exclusive to Monks. Along with energy or mana, it's used as a resource to execute most of the Monk's staple abilities. Chi is generated by using certain abilities and can be then used to perform more powerful moves.

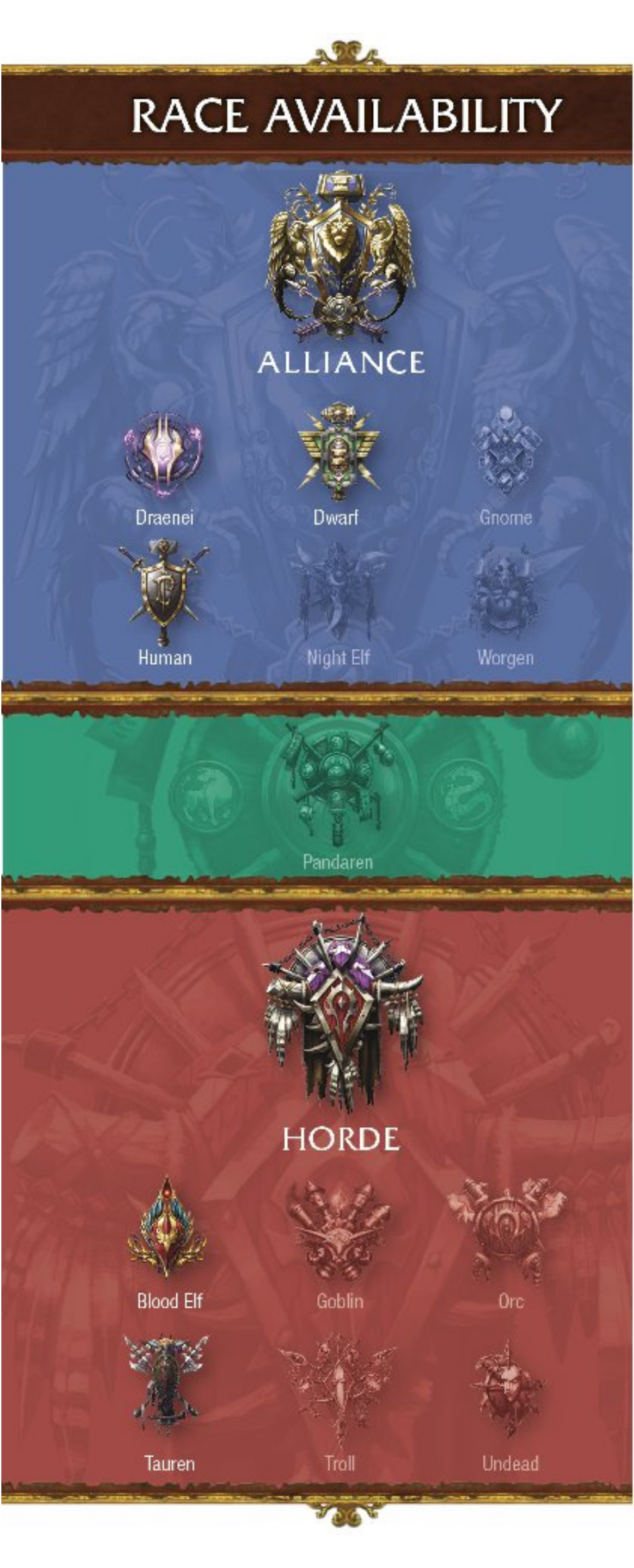
Specializations

At level 10, Monks must choose one of the following specializations: Brewmaster, Mistweaver, or Windwalker.

Brewmaster Monks specialize in deflecting damage and protecting their allies. They rely on damage redirection and self-healing. Their signature battle pose, Stance of the Sturdy Ox, increases health and reduces damage taken.

Mistweaver Monks are healers first and foremost, but retain the ability to engage enemies at melee range and dish some damage while still providing health replenishment to their allies.

Windwalker Monks are melee damage dealers. As their name suggests, Windwalkers are mobile and versatile, having access to limited healing and tanking abilities common to all Monks.

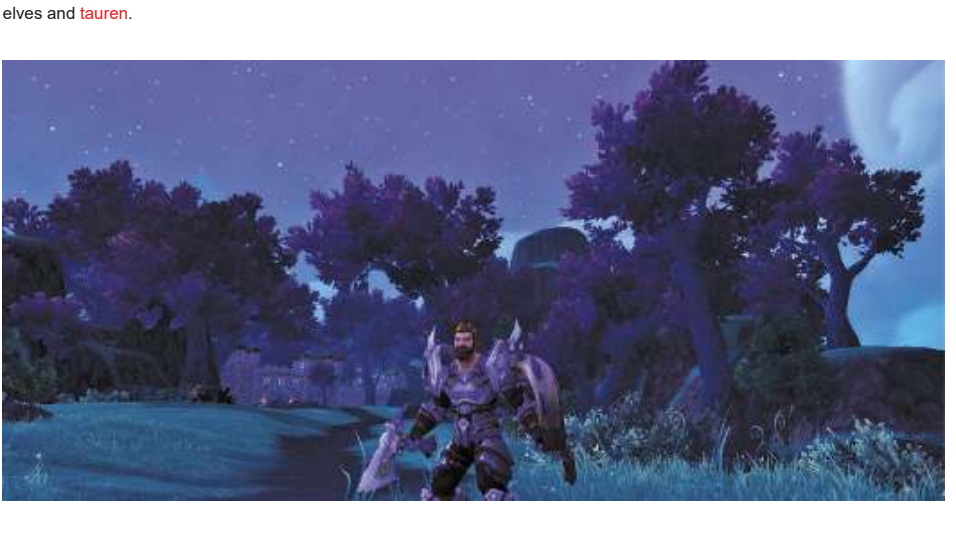


PALADIN

Paladins are shining beacons of justice that wade into battle clad in a suit of heavy armor, bearing a strong weapon and the power of the Holy Light. Since the beginning, the class has represented a marriage between using the Light to vanquish enemies and protect allies alike. Paladins represent one of the truest hybrid classes in the game, able to perform any of the three major party roles (DPS, healer, or tank) depending on how they are specialized.

While a melee class, Paladins back up their attacks with spells when tanking or dealing damage. And in healing, the Paladin draws from its clerical roots to both restore and protect allies. Across all three specializations, the Paladin is equipped with unique utility spells that allow them to assist and enhance friends in combat.

Originally an Alliance-only class, new races have begun to follow the Paladin path in recent years, making it a much more widely available calling across Azeroth. Alliance humans, dwarves, and draenei can be Paladins, as well as the Horde's blood elves and tauren.



BOOSTING TO 90

Paladins gain a 5% bonus to their primary stat (strength for Retribution, stamina for Protection, intellect for Holy) when wearing all plate. No matter how much more attractive a cloth/leather/mail piece may be for your healing set, it won't provide as much value as a proper piece of plate armor.

All Paladin specializations have some form of healing capability. Flash of Light is a baseline spell (that is, all three specializations learn it) and can be used to top off your health bar after combat. Word of Glory can be used similarly, but at the cost of Holy Power. There is also the very powerful Lay on Hands which can act as an "extra life" of sorts, instantly replenishing the hit points of a friendly target. Talents offer further options like the ability Light's Hammer.

Paladins have several powerful utility spells and buffs at their disposal and should be used whenever possible to provide an extra edge for their group. The various Hand spells can save an ally's (or the Paladin's own!) life in the right situation. In addition, it's important to make sure either Blessing is used whenever possible in order to boost the power of any allies.

The Paladin is widely known and reviled for the power of the Divine Shield spell, which prevents all damage for a period of time. It's very useful in group content to avoid damage which may kill the Paladin, to buy some extra time in PvP for reinforcements to arrive, and even (when paired with a certain glyph) to use a Hearthstone without interruption and escape certain death.

Although primarily a melee class, Paladins have a few ranged abilities which can allow them to still do damage when forced to keep distance from a target. A Paladin should never think that they can't attack a foe just because they're not near it!

CLASS ABILITIES AND RESOURCES

HOLY POWER

Mana is the Paladin's primary resource, but really only affects the gameplay of Holy-specialized players. The real force behind Paladin abilities is Holy Power. Many core abilities generate Holy Power while attacks and healing spells most intrinsic to Paladin specializations consume it.

In addition to consumers specific to each role, all three specializations can spend Holy Power on Word of Glory (or Eternal Flame if talented into it).

Until level 85, when the passive Boundless Conviction is learned, a Paladin only has a maximum of three Holy Power. After that point, the total goes up to five.

SEALS

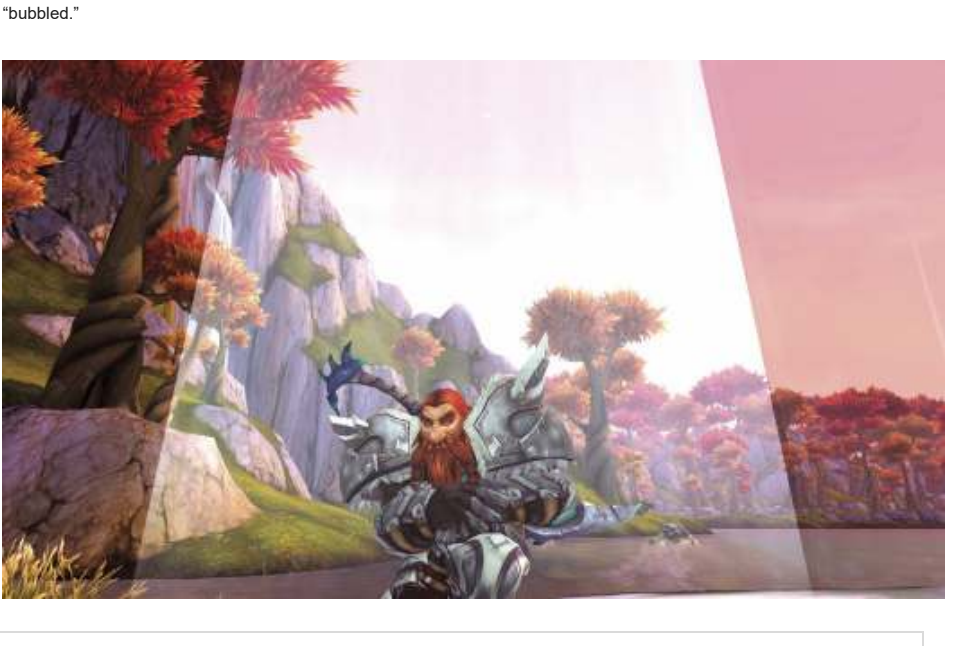
The Seal a Paladin player uses will generally coincide with what specialization they are playing as. Seals make melee attacks have different effects and can give certain passive bonuses.

The first Seal a Paladin learns at level 3 is Seal of Command, though that is later replaced with Seal of Truth at level 24.

Seal	Preferred Spec	Best for…
Seal of Insight	Holy and Protection	Healing Paladins will use Insight for the healing boost; tanking Paladins will use it for the steady stream of self-healing ticks.
Seal of Justice	Retribution	Available only to Retribution Paladins, Justice is best used in PVP to slow down enemy players.
Seal of Righteousness	Retribution and Protection	Retribution Paladins should swap to this Seal when facing larger groups of opponents, due to the extra AOE damage the Seal causes. Protection Paladins can use this when tanking large groups that aren't particularly dangerous for the extra threat.
Seal of Truth	Retribution	Retribution Paladins will want to use this Seal whenever attacking a single enemy that will survive long enough to suffer the full effect of the stacking DOT.

DIVINE SHIELD

Divine Shield (affectionately called the "bubble") is one of the class-defining features of the Paladin class, preventing all damage taken and certain negative effects for 8 seconds. It can be immensely powerful in certain situations, such as avoiding a near-killing blow in PVP and buying some time to escape/get healed back to full, or preventing a huge burst of damage in a raid encounter. Divine Shield can also be paired with Hand of Sacrifice to avoid the damage transfer of the ability, which is especially useful for healers. In addition, DPS-ers will want to watch out for the 50% damage-dealt debuff given by being "bubbled."



Non-Specialization Abilities

Name	Level	Icon	Description
Crusader Strike	1		An instant strike that causes 100% Physical damage.
Seal of Command	3		Fills you with Holy Light, causing melee attacks to deal 10% additional Holy damage.
Judgment	5		Causes Holy damage. Requires an active Seal to cast.
Hammer of Justice	7		Stuns the target for 6 sec.
Word of Glory	9		Consumes up to 3 Holy Power to heal a friendly target.
Righteous Fury	12		Increases your threat generation while active, making you a more effective tank.
Redemption	13		Brings a dead ally back to life with 35% of maximum health and mana. Cannot be cast when in combat.
Flash of Light	14		Heals a friendly target.
Reckoning	15		Taunts the target to attack you, and increases threat that you generate against the target for 3 sec.
Lay on Hands	16		Heals a friendly target for an amount equal to your maximum health. Cannot be used on a target with Forbearance. Causes Forbearance for 1 min.
Divine Shield	18		Protects you from all damage and spells for 8 sec, but reduces all damage you deal by 50%. Cannot be used on a target with Forbearance. Causes Forbearance for 1 min.
Cleanse	20		Cleanses a friendly target, removing all Poison and Disease effects.
Divine Protection	26		Reduces magical damage taken by 40% for 8 sec.
Blessing of Kings	30		Places a Blessing on the friendly target, increasing Strength, Agility, and Intellect by 5%. If the target is in your party or raid, all party and raid members will be affected. Players may only have one Blessing on them per Paladin at any one time.
Seal of Insight	32		Fills you with Holy Light, increasing healing done by 5% and giving melee attacks a chance to heal you.
Rebuke	36		Interrupts spellcasting and prevents any spell in that school from being cast for 4 sec.
Hammer of Wrath	38		Hurls a magical hammer that strikes an enemy for Holy damage. Only usable on enemies that have 20% or less health.
Heart of the Crusader (Passive)	44		Increases your mounted speed by 20%. This does not stack with other movement speed increasing effects.
Turn Evil	46		The power of the Light compels an Undead, Aberration, or Demon target to flee, disorienting them for up to 40 sec. Only one target can be turned at a time.
Hand of Protection	48		Places a Hand on a party or raid member, protecting them from all physical attacks for 10 sec, but during that time they cannot attack or use physical abilities. Players may only have one Hand on them per Paladin at any one time. Cannot be used on a target with Forbearance. Causes Forbearance for 1 min.
Hand of Freedom	52		Places a Hand on the friendly target, granting immunity to movement impairing effects for 6 sec. Players may only have one Hand on them per Paladin at any one time.
Hand of Sacrifice	80		Places a Hand on a party or raid member, transferring 30% damage taken to the Paladin for 12 sec or until the Paladin has transferred 100% of their maximum health. Players may only have one Hand on them per Paladin at any one time.
Blessing of Might	81		Places a Blessing on the friendly target, increasing mastery by 550 at level 100. If the target is in your party or raid, all party and raid members will be affected. Players may only have one Blessing on them per Paladin at any one time.

Talents

Talent	Icon	Description	Notes
Level 15 Tier (Movement)			
Speed of Light		Increases your movement speed by 70% for 8 sec.	A great choice for a controlled burst of speed when needed. This talent is essentially a sprint which can be used to great effect on certain encounters.
Long Arm of the Law		Successful Judgments increase your movement speed by 45% for 3 sec.	Because of the shorter cooldown, the speed boost is much smaller, making the value of this talent coming from a more frequently available speed boost. Also useful as a pseudo-gap closer at the start of combat.
Pursuit of Justice		Increases your movement speed by 15%, plus an additional 5% for each charge of Holy Power up to 3.	Despite the sudden changes in movement speed depending on current Holy Power, some may find this talent useful. Powerful for when it's needed to always move a bit faster, even if only by a small amount.
Level 30 Tier (Control)			
Fist of Justice		Stuns the target for 6 sec. Replaces Hammer of Justice.	Good default choice for the tier and is the most widely useful option.
Repentance		Meditation incapacitates the enemy target for 1 min. Any damage other than Censure will awaken the target. Usable against Demons, Dragonkin, Giants, Humanoids, and Undead.	A bit situational (since other classes can bring baseline crowd control) but nonetheless this talent can be a huge help on certain content depending on the makeup of the group.
Blinding Light		Emits a dazzling light in all directions, blinding enemies within 10 yards, causing them to wander disoriented for 6 seconds.	Requires some finesse to use effectively, as any damage will break the disorient effect. As a result this is not very useful in the chaos of PVP.
Level 45 Tier (Healing)			
Selfless Healer		Your successful Judgments reduce the cast time and mana cost of your next Flash of Light by 35%, and increase its effect on others by 20%. Stacks up to 3 times.	Holy Paladins will get the most use out of this since they are the only specialization that generally uses Flash of Light often enough to want to talent for it. Ret players will appreciate how it offers a free, instant-cast Flash of Light every so often without having to manage a buff.
Eternal Flame		Consumes up to 3 Holy Power to heal an ally along with an additional amount every 2 sec for up to 30 sec. Healing over time increased by 50% when cast on self. Replaces Word of Glory.	Very powerful healing spell that will be mostly favored by Holy Paladins. The initial heal is as strong as a Word of Glory and then there's an additional heal over time effect to sweeten the deal. Holy can use this to roll heal-over-time spells on the group.
Sacred Shield		Protects the target with a shield of Holy Light for 30 sec, absorbing damage every 6 sec. Only one target can be affected at a time.	A very powerful absorb that Protection Paladins in particular will want to keep up on themselves for extra survivability.
Level 60 Tier (survivability)			
Hand of Purity		Places a Hand on the friendly target, reducing damage taken by 10% and damage over time by an additional 80% for 6 sec. Players may only have one Hand on them per Paladin at any one time.	A very situational talent which really shines on PVE encounters that involve dangerous damage over time (DOT) effects. Holy Paladins will use this to keep others alive on such encounters, and tanks will like it for the short cooldown damage reduction in addition to the protection from DOTs.
Unbreakable Spirit		Reduces the cooldown of your Divine Shield, Divine Protection and Lay on Hands by 50%.	The best default choice of the tier for all Paladins for general situations/encounters.
Clemency		Your Hand abilities all now have 2 charges.	An amazing talent for PVP and certain PVE encounters where using Hand spells will have a huge effect on the group. Near mandatory for certain boss encounters since it allows Hand of Protection to be used twice at a time to work around certain dangerous effects.
Level 75 Tier (Cooldowns)			
Holy Avenger		Abilities that generate Holy Power will deal 30% additional damage and healing, and generate 3 charges of Holy Power for the next 18 sec.	An excellent cooldown for all three specializations; perfect for when unleashing a burst of healing or damage is necessary.
Sanctified Wrath		Holy, Retribution: Avenging Wrath lasts 50% longer and grants more frequent access to one of your abilities while it lasts.Protection: Your Holy Wrath now generates 1 Holy Power, and deals 100% additional damage.	Avenging Wrath is one of a Paladin's most commonly used cooldowns so this talent will make it that much better. A good choice if the player is comfortable with maximizing the use of Avenging Wrath.The Protection version of the talent makes one of their rotational abilities hit much harder and adds a steady, predictable source of Holy Power.
Divine Purpose		Prot: Eternal Flame and Shield of the Righteous.Holy: Eternal Flame and Light of Dawn.Ret: Eternal Flame, Templar's Verdict, and Divine Storm have a 25% chance to cause your next Word of Glory (Shield of the Righteous for Prot, Light of Dawn for Holy) or Templar's Verdict and Divine Storm to consume no Holy Power but cast as if 3 were consumed.	This talent is great for new Paladins to give them a low-bandwidth option in the tier and one less cooldown to juggle. At higher levels of haste this talent really shines for Retribution and Protection by boosting the Holy Power generation rates of those specs.
Level 90 Tier (Damage and Healing)			
Holy Prism		A beam of light turns the target into a Holy Prism. An enemy target takes Holy damage and radiates healing to 5 nearby allies within 15 yards. A friendly target is healed and radiates Holy damage to 5 nearby enemies within 15 yards.	Because of the short cooldown, this talent is most valuable when there's space in a rotation to use it as often as possible. Its damage and healing are weaker to compensate for the increased use.
Light's Hammer		Hurls a Light-infused hammer into the ground, where it blasts a 10 yard radius every 2 sec for the duration. Each blast deals Holy damage to enemies, reduces enemy movement speed by 50% for 2 sec, and heals allies.	A good option for bringing some extra AOE healing to a PVE encounter that requires the group to stack up, or to apply lots of AOE damage on a stacked up group of enemies.
Execution Sentence		A hammer slowly falls from the sky, causing Holy damage over 10 sec. Damage increases over time, culminating in a final burst. Dispelling the effect triggers the final burst. Stay of Execution: On a friendly target, the falling hammer heals over 10 sec. This healing is a large burst at first, and then decreases over time.	Because it is single-target, this talent does not split its effect between healing or damage, it only does one or the other depending on what was targeted. This will be the optimal choice in the tier for Retribution Paladins because it provides the most damage output of the tier for single-target encounters.
Level 100 Tier (Specialized)			
Empowered Seals (Retribution and Protection)		Your Seals also cause your Judgment to empower you with an additional beneficial effect which persists through changing.Judgment of Justice: Increases your movement speed by 20% for 20 sec.Judgment of Insight: Heals you for 3% of your maximum health every 2 sec for 20 sec.Judgment of Righteousness: Increases your haste by 15% for 20 sec. Judgment of Truth: Increases your attack power by 15% for 20 sec.	This talent will require a lot of bandwidth to use effectively as it enables "Seal twisting" (that is, changing Seals after getting the empowered effect of one to cast Judgment and get the empowered effect of another) to make the most of it. However, the talent is very powerful to make up for the required maintenance and will reward Paladins who master it.
Seraphim (Retribution and Protection)		The Light temporarily magnifies your power, increasing your Haste, Critical Strike, Mastery, Multistrike, Versatility, and Bonus Armor from gear by 1000 for 15 sec.	At only 30 seconds, this is a powerful short-term cooldown and can be used often to great effect to burst damage reduction and/or damage dealing. The only Holy Power consumer for Paladins that requires all five charges to activate.
Holy Shield (Protection)		Increases your block chance by 15%, and allows you to block spells. Additionally, when you block, you deal Holy damage to your attacker.	Because it is passive, some protection Paladins may prefer that the talent doesn't need to be managed to be useful. The block chance increase is nice, but the real beauty of the talent is in the gained ability to block spells. Very useful when tanking certain magic-heavy encounters.
Final Verdict (Retribution)		Empowers your weapon with holy energy, and performs a devastating strike, dealing 200% Holy damage. Also increases the damage and radius of your next Divine Storm by 100%. Replaces Templar's Verdict.	A powerhouse ability for Retribution that turns the heaviest hitting attack into pure Holy damage, allowing it to bypass armor for extra hurt. Also has the benefit of not needing to be managed, which makes this a great choice for players that are just starting out and are uncomfortable with cooldown uptime or seal-twisting. The best single-target choice in the tier for Retribution.
Beacon of Faith (Holy)		Mark a second target as a Beacon, mimicking the effects of Beacon of Light.	Can be very powerful on certain PVE encounters that require focusing equally on both tanks, for example. Basically a useful tool in any situation where you need to keep two different people up as much as possible.
Beacon of Insight (Holy)		Places a beacon of insight on an ally, increasing their healing received from your next direct single-target heal, or Holy Radiance, within 1 min by 30%. When consumed, or when the target reaches full health, it moves to the most injured ally within 40 yards. Limit 1.	A great tool for group content, allowing a healer to quickly bring several people back up after a burst of damage, especially those who need healing the most.
Saved by the Light (Holy)		When you or your Beacon of Light target drops below 30% health, you instantly grant the injured target a protective shield, absorbing up to 30% of their maximum health for 10 sec. You cannot shield the same person this way twice within 1 min.	Probably the best choice in the tier for standard raid encounters where one target is taking a constant, heavy beating. Makes Beacon of Light on that target all the more powerful.

HOLY

Part of what makes a Paladin is the use of the Holy Light to heal and protect allies. Holy Paladins excel in this task, calling upon the power of the divine to restore those around them even in the most dire of situations. Holy Paladins are a versatile and powerful healer, armed with a range of single-target and group healing spells as well as spells that can absorb damage.

MASTERY: ILLUMINATED HEALING
Your healing spells and their multistrikes also place an absorb shield on your target for a percent of the amount healed lasting 15 sec. Does not trigger from healing caused by Beacon of Light.

Specialization Abilities

Ability	Level	icon	Description
Holy Insight (Passive)	10		Increases the effectiveness of your healing by 25% and your Word of Glory, Eternal Flame and Light of Dawn by 50%. Increases your mana pool by 400%. Allows 50% of your mana regeneration from Spirit to continue while in combat.
Holy Shock	10		Deals Holy damage to an enemy, or healing to an ally, and grants 1 Holy Power. Holy Shock has double the normal critical strike chance.
Denounce	20		Casts down the enemy with a bolt of Holy Light, causing Holy damage and preventing the target from causing critical effects for the next 4 sec.
Sacred Cleansing (Passive)	20		Your Cleanse spell now also dispels Magic effects.
Holy Radiance	28		Imbues a friendly target with radiant energy, healing that target and up to 6 allies within 10 yards for half that amount. Grants 1 Holy Power.Healing effectiveness diminishes for each player target beyond 6.
Supplication (Passive)	34		For 8 sec after you kill an enemy that yields experience or honor, your next Flash of Light will be increased by 100% and has 50% increased critical strike chance.
Beacon of Light	39		Your heals on other party or raid members will also heal the Beacon of Light target for up to 50% of the amount healed. Your Flash of Light and Holy Light on the Beacon of Light target will also refund 40% of their mana cost.
Infusion of Light (Passive)	50		Your Holy Shock criticals reduce the cast time of your next Holy Light or Holy Radiance by 1.5 sec. Also increases your haste by 10%.
Plate Specialization (Passive)	50		Increases your Intellect by 5% while wearing only Plate armor.
Holy Light	54		Heals a friendly target.
Daybreak (Passive)	56		Casting Holy Radiance causes your next Holy Shock to also heal up to 6 allies within 10 yards of the target for 15% of the original healing done. Can accumulate up to 2 charges.
Devotion Aura	60		Inspire all party and raid members within 40 yards, granting them immunity to Silence and Interrupt effects and reducing all magic damage taken by 20%. Lasts 6 sec.
Light of Dawn	70		Consumes up to 3 Holy Power to unleash a wave of healing energy, healing 6 injured allies within 30 yards.
Avenging Wrath	72		Imbues you with wrathful light, increasing healing done by 100% and haste, critical strike chance, and damage by 20% for 20 sec.
Sanctified Light (Passive)	90		You gain 5% more of the Critical Strike stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Empowered Beacon of Light (Passive)	Your single-target heals heal your Beacon of Light target for 10% more. Also applies to Beacon of Faith.
Enhanced Holy Shock (Passive)	Your Holy Light and Flash of Light have a 10% chance to cause your next Holy Shock to not trigger a cooldown.
Improved Daybreak (Passive)	Increases the healing from Daybreak by 100%.
Improved Forbearance (Passive)	Reduces the duration of Forbearance by 30 sec.

ROTATION

Healing is different from the other two Paladin specializations in that there is no set rotation to work through. Instead the player has different kinds of tools which work best in specific situations. As healing is done, the Paladin will build Holy Power, which can be spent on Word of Glory/Eternal Flame or Light of Dawn depending on if you are healing single-target or AOE.

- The first thing to do is cast Beacon of Light on someone (usually a tank). Now, any healing done on other players will also heal the Beacon target. Rely on the healing transfer to keep the Beaconed player at a steady health level, intervening with direct heals when necessary.
- If an ally is in peril, use Flash of Light to quickly stabilize their health bar. Holy Shock can be used to build Holy Power for a Word of Glory.
- If multiple allies are in immediate danger, use Holy Radiance and Holy Shock (which will heal up to 6 allies due to Daybreak) to quickly heal as many as you can, and then unleash Light of Dawn whenever there's enough Holy Power available.
- When there are periods of calm try to build Holy Power, in order to have resources on demand for a Word of Glory or Light of Dawn.

GROUP PLAY

In a group, Holy Paladins fill the important role of keeping those around them alive and on two feet. Use healing spells to prevent deaths during combat (especially the tank!) and make good use of utility spells to reduce damage taken by allies.

A key skill in group play is learning how best to conserve mana so that healing can continue throughout the duration of an encounter. Being efficient with spell choices, saving Flash of Light for emergencies when someone needs to be quickly topped off, and using Holy Light for less dire circumstances are all important skills to hone. Use Holy Power-dependent heals to help conserve mana as well. It's a good idea to use Holy Shock whenever it's off cooldown, since that spell is both cheap and grants charges of Holy Power.

GROUP BUFFS

Like all Paladins, Holy-specialized players bring Blessing of Might and Blessing of Kings.

PREPARING FOR HIGH-END CONTENT

When gearing for raid content, a Holy Paladin will want to find a balance in gear where they have enough mana regeneration to not run out of mana (OOM) during combat, but not so much that they are making their own healing spells weaker.

Essentially, the perfect amount of Spirit (the stat that gives mana regen) is where a healer will end the encounter nearly out of mana. Too much Spirit means they'll end up with lots of mana left, which indicates that they are wasting itemization on Spirit. Too little Spirit means they'll run out of mana mid-combat and their allies will die.

When a player feels they have enough mana regen, they'll then want to focus on healing power stats: Intellect, Critical Strike, Haste, Mastery, Multistrike, Readiness, and Versatility. It's going to take trial and error to find a good balance between mana regen and throughput, depending on playstyle and healing efficiency.

Also, it's very important to practice skills that will make the player a more powerful healer outside of just the context of stats. Learn how to use various Hand spells, and cooldowns (which can turn around a sticky situation!), and work on increasing reaction time so heals are fired off as soon as they are needed. Read up on encounters and figure out when the best points in a fight are to use certain spells (for example, using AOE spells if an encounter requires stacking).

PROTECTION

Unique among other tanking specializations in the game, protection Paladins combine heavy armor, a shield, and plentiful self-healing to create a walking holy juggernaut that can take a beating from anything in their path. Prot-specced Paladins call upon the Holy Light to preserve them in the face of even the most dangerous of foes, and to shield their allies from harm.

MASTERY: DIVINE BULWARK
Increases the damage reduction of your Shield of the Righteous, adds to the value of Bastion of Glory, improves the effect of Bastion of Glory, and increases your chance to block melee attacks. Also increases your attack power.

Specialization Abilities

Ability	Level	icon	Description
Avenger's Shield	10		Hurls your shield at an enemy target, dealing Holy damage, interrupting and silencing the target for 3 sec, and then jumping to 2 additional nearby enemies.
Resolve (Passive)	10		Increases your healing and absorption done to yourself, based on damage taken (before avoidance and mitigation) in the last 10 sec.
Hammer of the Righteous	20		Hammer the current target for Physical damage, causing a wave of light that hits all other targets within 8 yards for Holy damage. Grants 1 Holy Power.
Holy Wrath	20		Sends bolts of power in all directions, causing Holy damage divided among all enemies within 10 yards, stunning Demons and Undead for 3 sec.
Seal of Truth	24		Fills you with Holy Light, causing melee attacks to deal additional Holy damage and apply Censure to the target. Replaces Seal of Command. Censure: Deals Holy damage over 15 sec. Stacks up to 5 times.
Consecration	34		Consecrates the land beneath you, causing Holy damage over 9 sec to enemies who enter the area.
Shield of the Righteous	40		Instantly slam the target with your shield, causing Holy damage, reducing a percentage of the physical damage you take for 3 sec, and causing Bastion of Glory. Bastion of Glory: Increases the strength of your Word of Glory when used to heal yourself by 6%. Stacks up to 5 times.
Seal of Righteousness	42		Fills you with Holy Light, causing melee attacks to deal Holy damage to all targets within 8 yards.
Grand Crusader (Passive)	50		When you avoid a melee attack you have a 30% chance of refreshing the cooldown on your next Avenger's Shield and causing it to generate 1 Holy Power.
Shining Protector (Passive)	50		All heals you receive, including multistrikes, have a chance equal to your multistrike chance to trigger Shining Protector, healing you for an additional 30% of the triggering heal.
Hand of Salvation	66		Places a Hand on the party or raid member, temporarily removing all their threat for 10 sec. Players may only have one Hand on them per Paladin at any one time.
Ardent Defender	70		Reduce damage taken by 20% for 10 sec. While Ardent Defender is active, the next attack that would otherwise kill you will instead cause you to be healed for 12% of your maximum health.
Guardian of Ancient Kings	75		Summons a Guardian of Ancient Kings to protect you for 8 sec. The Guardian of Ancient Kings reduces damage taken by 50%.
Sacred Duty (Passive)	90		You gain 5% more of the Haste stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Empowered Avenger's Shield (Passive)	Avenger's Shield strikes 2 additional targets.
Improved Block (Passive)	Increases the amount blocked by your shield by an additional 10%.
Improved Consecration (Passive)	Increases damage done by Consecration by 50%.
Improved Forbearance (Passive)	Reduces the duration of Forbearance by 30 sec.

ROTATION

The single-target rotation is pretty straightforward and revolves around prioritizing Holy Power-generating abilities to provide the resources for casting Shield of the Righteous. It's a good idea to not spend Holy Power until there's a full deck of five charges, that way there's always two Holy Power banked and available if an emergency Word of Glory needs to be fired off or Eternal Flame refreshed.

Open with Avenger's Shield at a distance, and use Grand Crusader procs immediately whenever available (because those generate Holy Power).

Whenever five Holy Power is reached, use Shield of the Righteous. The spell is off the global cooldown, so there's no reason to delay using the attack and thus waste Holy Power by generating more than five.

Prioritize your Holy Power-generating abilities based on what hits hardest:

- If talented into Sanctified Wrath, Holy Wrath.
- Then Judgment is the next best choice.
- Then Crusader Strike.

When generators are on cooldown, prioritize your fillers as follows:

- If the enemy is under 20% health, use Hammer of Wrath.
- Then any chance to use Avenger's Shield without Grand Crusader procs.
- Throw down a Consecration (though it's fairly weak for single-target).
- Finally, if not talented into Sanctified Wrath, Holy Wrath.

In AOE situations, the rotation gets much simpler:

- Open with Avenger's Shield and use Grand Crusader procs immediately whenever available.
- Hit Shield of the Righteous at five Holy Power.
- Use Hammer of the Righteous, Judgment, and Sanctified Wrath-talented Holy Wrath whenever possible to keep up Holy Power generation.
- Prioritize Avenger's Shield over your other AOE attacks (it's the heaviest hitting on multiple targets).
- Then Consecration (much better on multiple targets).
- Then Holy Wrath (which gets weaker the more enemies there are).

GROUP PLAY

Tanks tend to carry a lot of responsibility in the group, it's a fact of life for the role. Allies will look to the tank as a leader, and as a result it's important that the tank is capable at what they do. They must be able to generate threat and hold the attention of any enemies, and be prepared to taunt wayward enemies away from any allies that have drawn unwanted attention. Using Hand spells on allies if there's a good opportunity is also something a good tank can do that will make a difference. Most importantly, Paladin tanks must make good use of all cooldowns and defensive abilities so that incoming damage does not become overwhelming for the healer.

GROUP BUFFS

Like all Paladins, protection-specialized players bring Blessing of Might and Blessing of Kings.

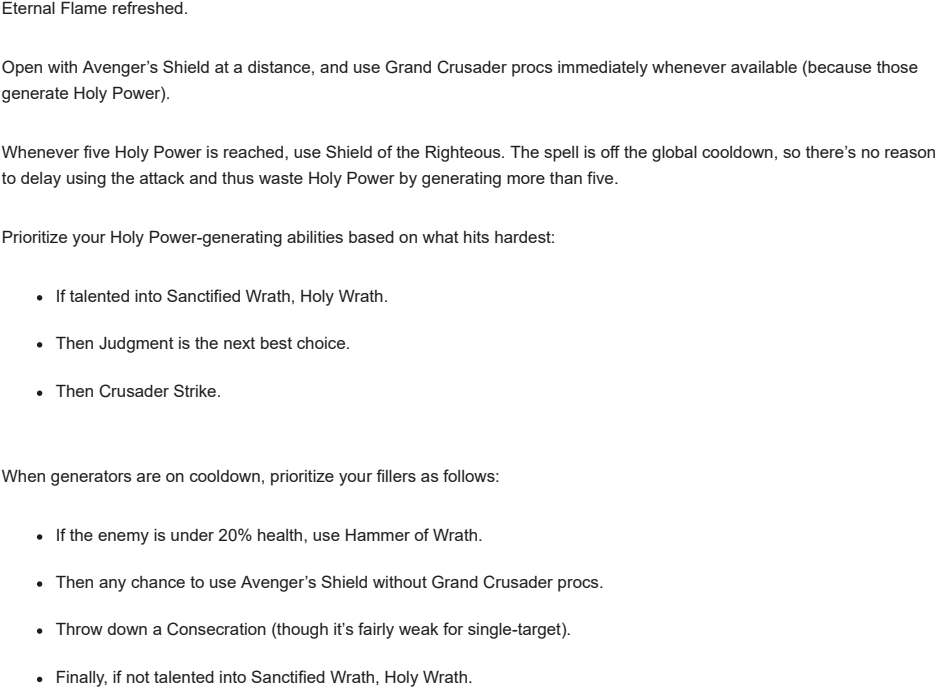
PREPARING FOR HIGH-END CONTENT

Being successful at tanking higher level content requires a combination of proper gearing, practicing cooldown use, and preparation for the content.

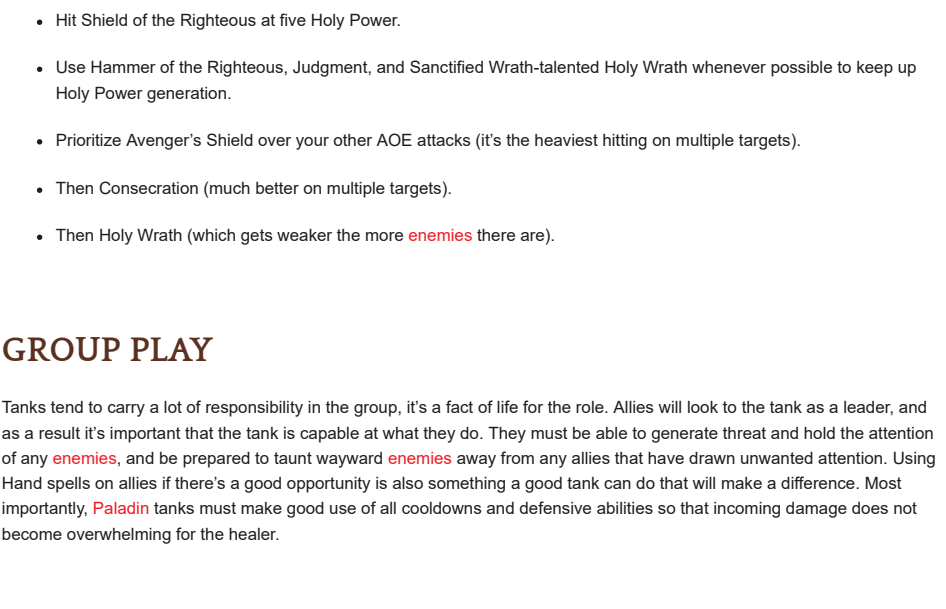
First, a protection Paladin must make sure that their gear has the right amount of stamina so they can comfortably take on incoming damage without going into the "danger zone" every time they take a hit. It's a good idea for the tank to get feedback from the healer on how easy or difficult it was to keep them alive. Once a decent amount of stamina is achieved, focus can be shifted to stacking key secondary stats; Bonus Armor and Haste being the two best options there. Haste especially is useful because it lowers the global cooldown on abilities, allowing a Protection Paladin to use them more often, which then generates more Holy Power and increases survivability as a result. Bonus Armor is one of the best damage reduction stats for a Paladin tank and should be emphasized on the limited gear slots where it is available.

A critical part of tanking is being comfortable with cooldowns and when to use them. Divine Protection, Guardian of Ancient Kings, Ardent Defender, Lay on Hands, and even Divine Shield (though remember that using that last ability drops aggro on what's being tanked!) are important for keeping the tank on two feet. The mark of a great tank is one that uses all their cooldowns at the right time to minimize their incoming damage as much as possible.

Lastly, a great tank does research ahead of time so they know the best way to handle an encounter. They figure out the little tricks to stay alive ahead of time, so they can shine for their allies. PvE encounters tend to have an obvious tempo to them that can be memorized over time—such as when it's best to use a Hand spell on a healer, or when the best time to use Divine Protection may be. It's also key to figure out ahead of time the best glyphing options to get an edge over the content.



RETRIBUTION



Retribution Paladins wield massive two-handed weapons in battle, armored by heavy-clad plate armor and their own faith. Retribution Paladins are the damage-dealing specialization of the class, and are capable of bringing to bear powerful melee DPS in very short windows of time (also known as "burst").

MASTERY: HAND OF LIGHT
Your Crusader Strike, Hammer of the Righteous, Hammer of Wrath, Templar's Verdict, Divine Storm, and multistrikes deal additional damage as Holy damage.

Specialization Abilities

Ability	Level	icon	Description
Sword of Light (Passive)	10		Increases the damage you deal with two-handed melee weapons by 25%.
Templar's Verdict	10		A powerful weapon strike that deals Physical damage.
Hammer of the Righteous	20		Hammer the current target for Physical damage, causing a wave of light that hits all other targets within 8 yards for Holy damage. Grants 1 Holy Power.
Seal of Truth	24		Fills you with Holy Light, causing melee attacks to deal additional Holy damage and apply Censure to the target. Replaces Seal of Command. Censure: Deals additional Holy damage over 15 sec. Stacks up to 5 times.
Divine Storm	34		Deals Holy damage to all enemies within 8 yards.
Supplication (Passive)	34		For 8 sec after you kill an enemy that yields experience or honor, your next Flash of Light will be increased by 50% and has 100% increased critical strike chance.
Seal of Righteousness	42		Fills you with Holy Light, causing melee attacks to deal Holy damage to all targets within 8 yards.
Exorcism	46		Blasts the target with Holy Light, causing Holy damage and generating 1 Holy Power. Your autoattacks have a 20% chance of resetting the cooldown of your Exorcism.
Emancipate	54		Unshackles your spirit, freeing you from one movement impairing effect.
Seal of Justice	70		Fills you with Holy Light, causing melee attacks to deal 10% additional Holy damage and reduce the target's movement speed by 50% for 8 sec.
Avenging Wrath	72		Increases all damage and healing caused by 20% for 20 sec.
Absolve (Passive)	80		Your Hand of Sacrifice also removes all harmful Magic effects from the target.
Sanctity Aura (Passive)	80		You radiate holy energy, granting all nearby party and raid members 3% Versatility.
Righteous Vengeance (Passive)	90		You gain 5% more of the Mastery stat from all sources.

DRAENOR PERKS

Draenor Perks are four special boosts to different abilities that are earned, at random, as the player levels from 91 to 100.

Perk	Description
Empowered Divine Storm (Passive)	Holy Power consumers have a 25% chance to make your next Divine Storm free and deal 50% more damage.
Empowered Hammer of Wrath (Passive)	Hammer of Wrath can now be used on targets below 35% health.
Enhanced Hand of Sacrifice (Passive)	Reduces the cooldown on Hand of Sacrifice by 30 sec.
Improved Forbearance (Passive)	Reduces the duration of Forbearance by 30 sec.

ROTATION

The key to the Retribution Paladin rotation is giving priority to the hardest hitting attacks; the strongest of which being Templar's Verdict (or Final Verdict, if talented that way). Use Seal of Truth for single-target encounters.

- If Execution Sentence is talented and off cooldown, cast the ability.
- Use Templar's/Final Verdict whenever there are five charges of Holy Power. Don't generate more than five Holy Power as anything over the maximum is wasted DPS.
- Whenever an enemy is in execute range, prioritize Hammer of Wrath over any of the other generators.
- Otherwise Crusader Strike is the strongest Holy Power generating attack.
- Then Judgment.
- Then Exorcism, which can also serve as a filler since its cooldown should reset often due to the passive effect.

When facing multiple enemies swap in Hammer of the Righteous for Crusader Strike in the priority and spend Holy Power on Divine Storm instead of Templar's/Final Verdict. Switch to Seal of Righteousness only if there are more than four enemies and you expect them to live for more than 30 seconds.

GROUP PLAY

As a damage-dealing player, a Retribution Paladin's primary goal is to kill the enemies quickly and efficiently while avoiding making life more difficult for the healer or the tank. The best way to accomplish this is to prioritize attacks correctly in order to maximize damage output—all the while taking care not to "rip aggro" by attacking an enemy before the tank has a good hold on it and likewise not taking unnecessary damage (which drains the healer's resources). Most importantly: the more damage the DPS does, the shorter the encounter will be, and the less likely the healer will run out of mana.

When more comfortable with the specialization, a Retribution player can contribute a great deal to the group with the utility of Hand spells.

GROUP BUFFS

Like all Paladins, Retribution-specialized players bring Blessing of Might and Blessing of Kings. In addition, they bring the passive buff Sanctity Aura, which grants 3% Versatility to all nearby group and party members.

PREPARING FOR HIGH-END CONTENT

Damage-dealing players are blessed with having less direct responsibility for the conduct of the group, but they still have the critical responsibility of coming to an encounter prepared with knowledge of how the fight operates, as well as what glyphs and talents would work best for that particular boss.

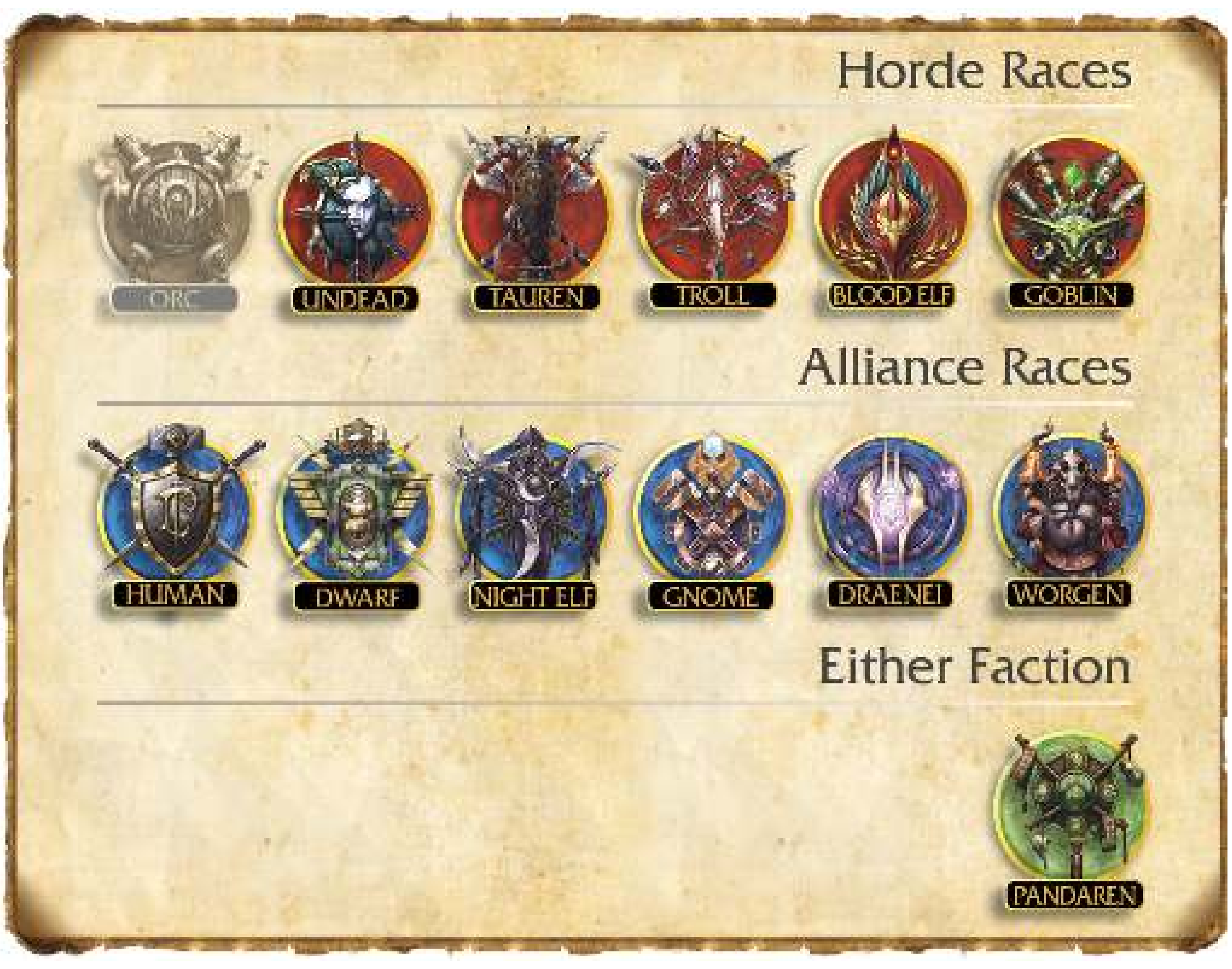
For their gear, a Retribution Paladin will want to maximize their Critical Strike and Multistrike through gems and enchanting, as those are the two strongest secondary stats for the specialization. Haste rounds out the pack as the third strongest secondary stat, with Versatility and Mastery after that.

PRIEST

OVERVIEW

While traditionally viewed as a healing class, Priests are capable of inflicting damage as well. Wearing only cloth armor, Priests are vulnerable to melee attacks at early levels so you must learn to keep enemies at a safe distance, kill them quickly, or keep them occupied.

Priests are highly sought after in group situations. Though you carry a substantial burden (that of keeping the group alive), it's possible to learn the dynamic quickly, especially if you're motivated to be a good healer. It's more challenging to play a Priest solo, but it's far from an impossible task. Priests have every tool they need to kill monsters on their own.



PROMINENT CLASS ABILITIES

Healing Spells

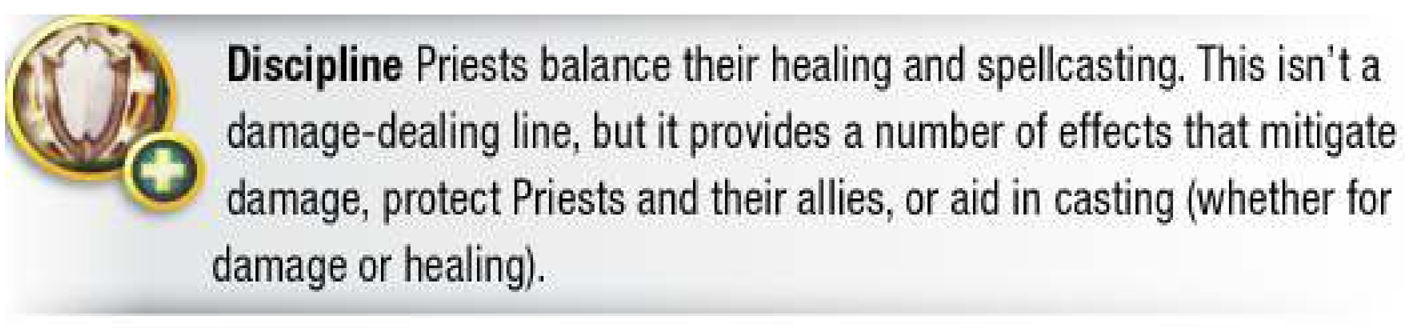
Priests are in demand for groups because they have a variety of healing spells that work in different ways, but share the same function: keep allies alive. Power Word: Fortitude increases the overall health of allies; Lesser Heal and Heal restore health immediately; Renew restores health to a target over time. You even learn how to encase yourself or an ally in a bubble which absorbs incoming damage!

Shadowform

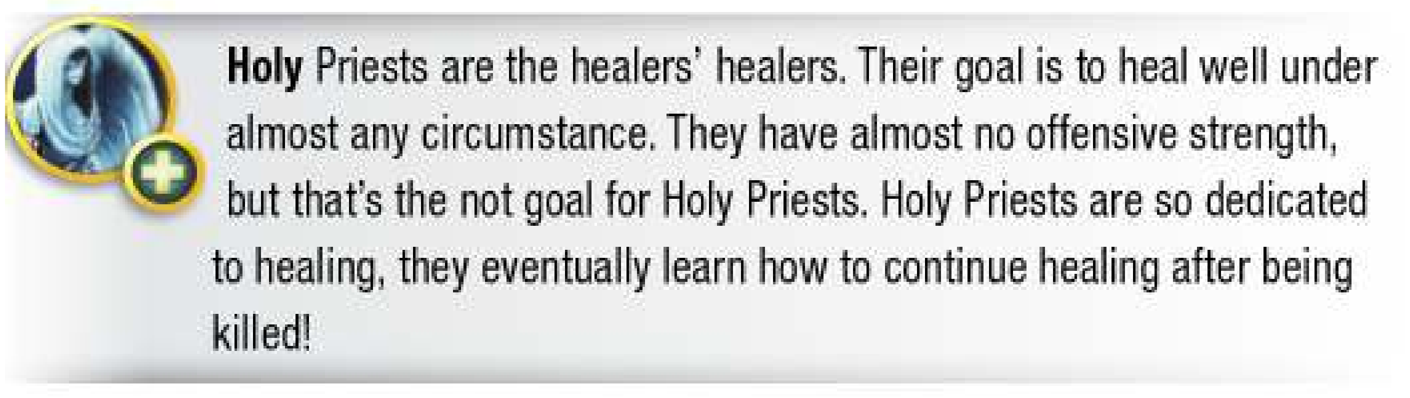
For the Priests who prefer to specialize in dealing damage rather than restoring health, there is Shadowform. Shadowform literally turns the Priest into a translucent shadow. In Shadowform, Priests deal increased Shadow damage and take a reduced amount of damage. If you enjoy playing a Priest and want to play solo, Shadowform is the way to go.

Specializations

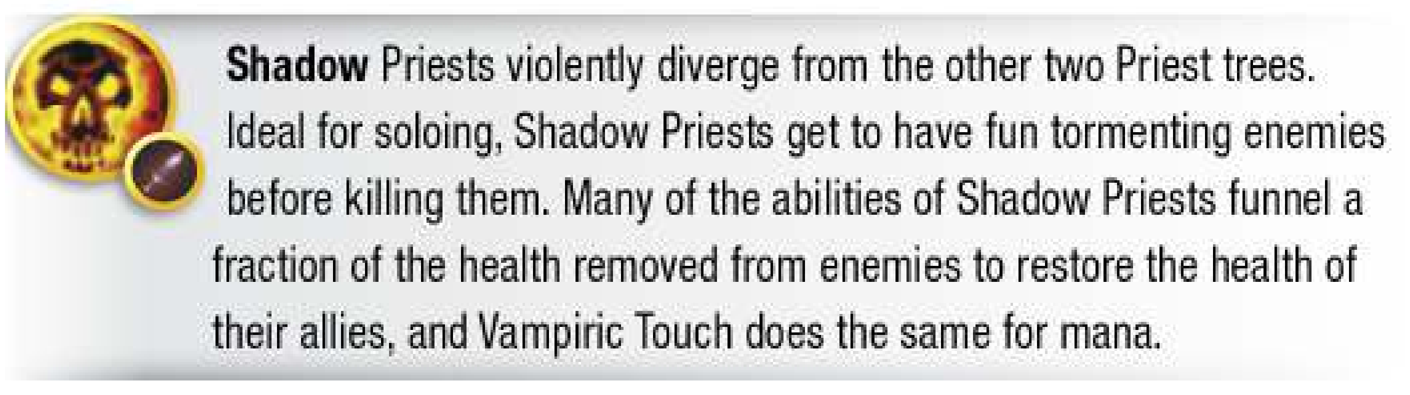
At level 10, Priests must decide on one of the following specializations: Discipline, Holy, or Shadow.



Discipline Priests balance their healing and spellcasting. This isn't a damage-dealing line, but it provides a number of effects that mitigate damage, protect Priests and their allies, or aid in casting (whether for damage or healing).



Holy Priests are the healers' healers. Their goal is to heal well under almost any circumstance. They have almost no offensive strength, but that's the not goal for Holy Priests. Holy Priests are so dedicated to healing, they eventually learn how to continue healing after being killed!



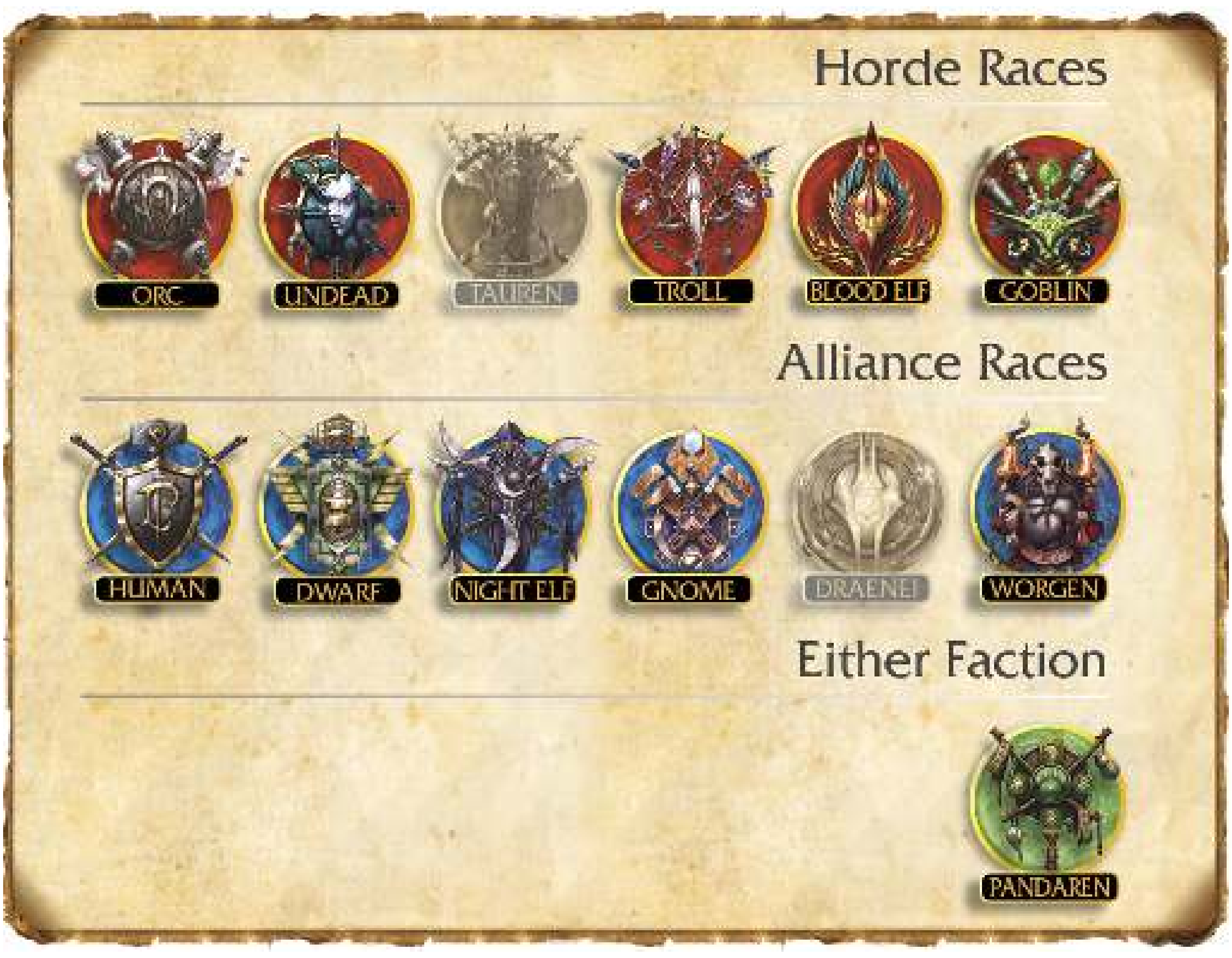
Shadow Priests violently diverge from the other two Priest trees. Ideal for soloing, Shadow Priests get to have fun tormenting enemies before killing them. Many of the abilities of Shadow Priests funnel a fraction of the health removed from enemies to restore the health of their allies, and Vampiric Touch does the same for mana.

ROGUE

OVERVIEW

Sneaky and sticky-fingered, Rogues are the dirtiest melee fighters around. Rogues use a variety of Stuns and Poisons and can even Blind enemies. Stealth and Distract help Rogues move through areas almost invisibly, and they can pick up some extra money from enemies by picking their pockets.

If high risk and high reward intrigue you, this is a class that's worth your time and attention. Rogues strike quickly while using weapons in both hands and can often kill anything before it knows what has happened. A Rogue caught flat footed often dies quickly, but with all the tricks at their disposal, even wounded Rogues are difficult to finish off before they vanish into thin air.



PROMINENT CLASS ABILITIES

Stealth

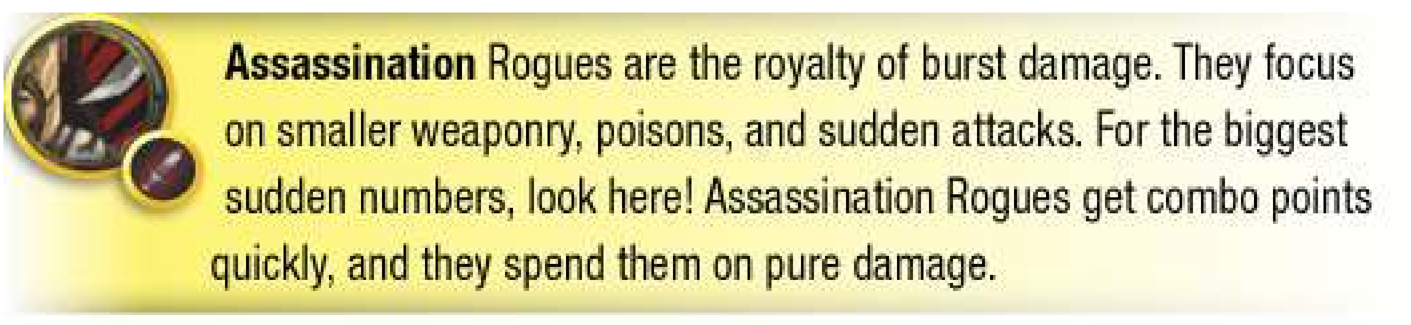
Stealth is a defining feature of the Rogue class from the earliest period of your leveling. Stealth allows Rogues to move about the world without being seen as easily. Stay behind monsters that are slightly higher level to avoid detection.

Combo Points

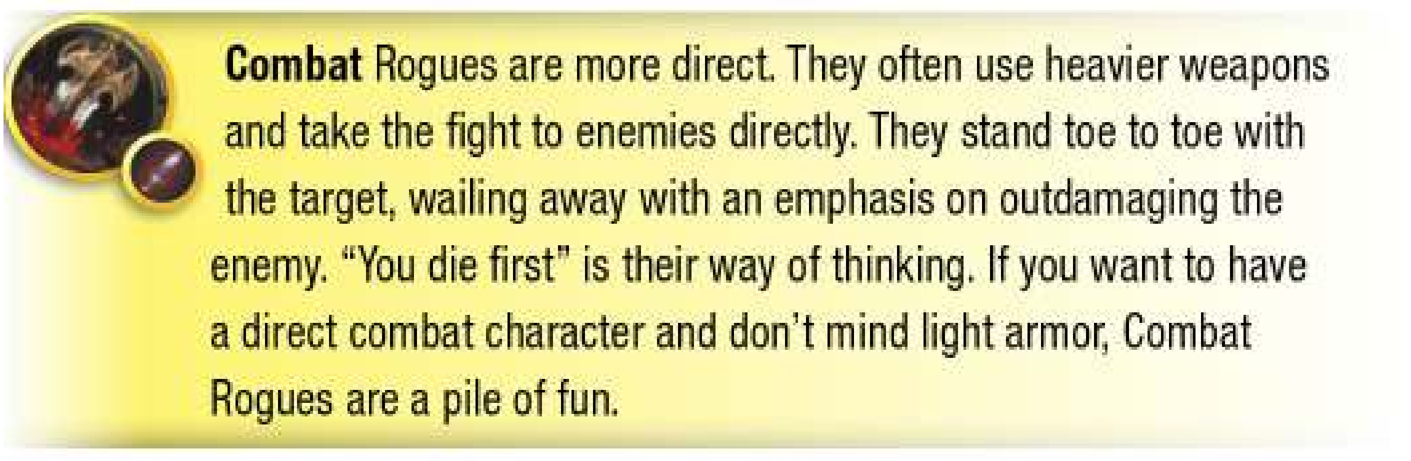
Many Rogue abilities build combo points, allowing them to set up even nastier attacks. All abilities that consume combo points are more effective as the number of combo points increases. This makes Rogues especially good at finding single targets and slicing them to ribbons. It's harder, but not impossible, for Rogues to take on several enemies at once with equal finesse.

Specializations

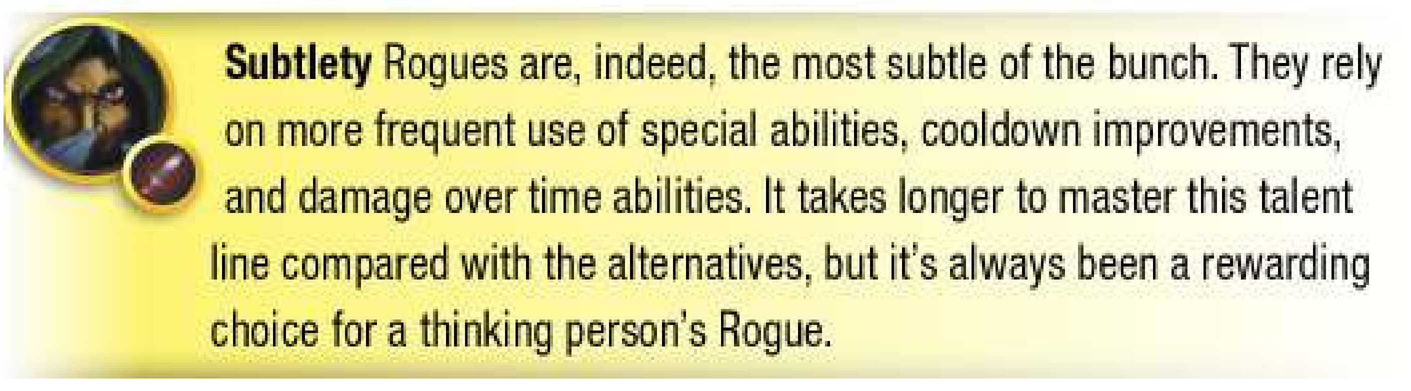
At level 10, Rogues must decide on one of the following specializations: Assassination, Combat, or Subtlety.



Assassination Rogues are the royalty of burst damage. They focus on smaller weaponry, poisons, and sudden attacks. For the biggest sudden numbers, look here! Assassination Rogues get combo points quickly, and they spend them on pure damage.



Combat Rogues are more direct. They often use heavier weapons and take the fight to enemies directly. They stand toe to toe with the target, wailing away with an emphasis on outdamaging the enemy. "You die first" is their way of thinking. If you want to have a direct combat character and don't mind light armor, Combat Rogues are a pile of fun.



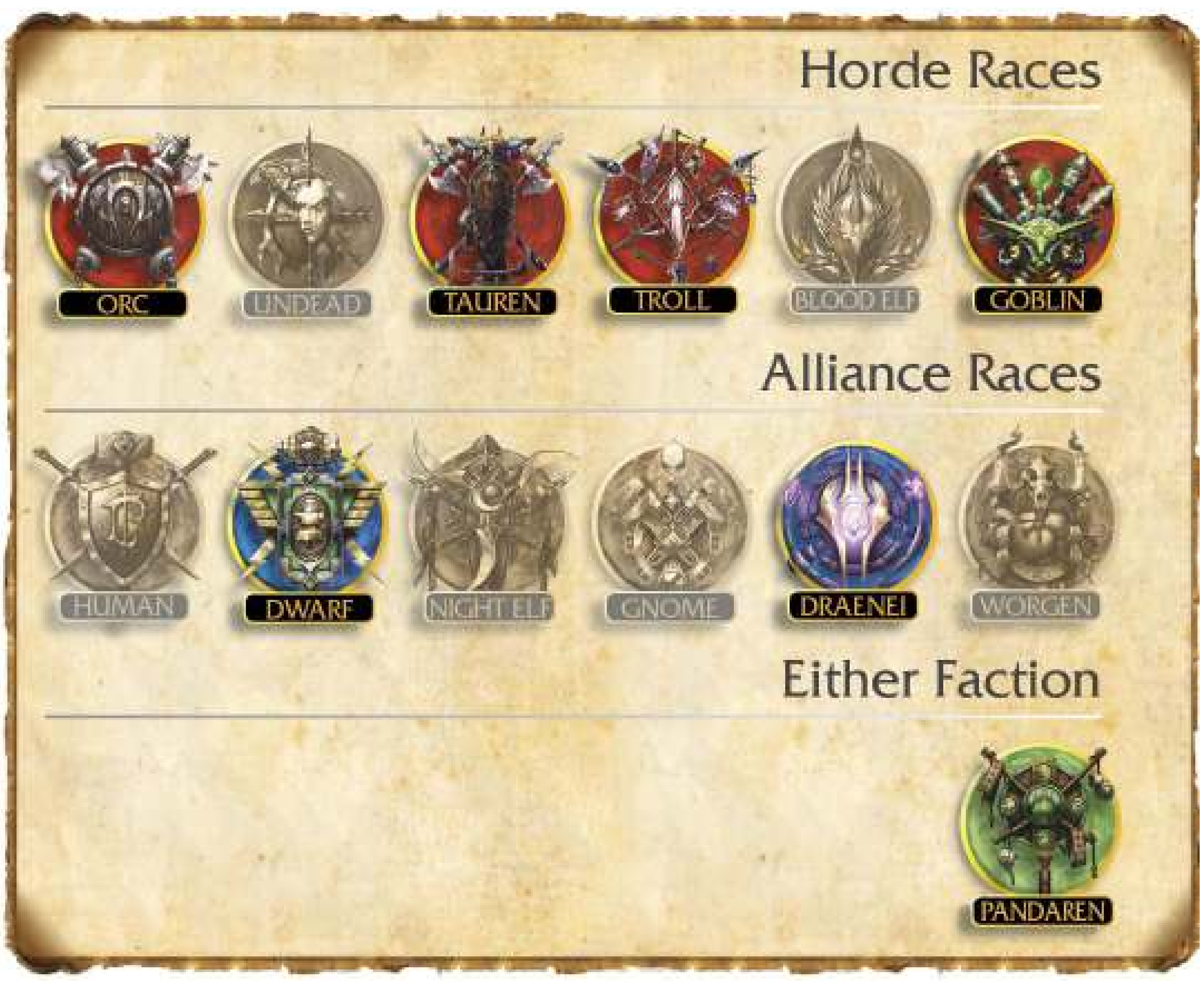
Subtlety Rogues are, indeed, the most subtle of the bunch. They rely on more frequent use of special abilities, cooldown improvements, and damage over time abilities. It takes longer to master this talent line compared with the alternatives, but it's always been a rewarding choice for a thinking person's Rogue.

SHAMAN

OVERVIEW

Shamans are masters of Nature and Elemental magic. They are a hybrid class that can fill multiple roles with vastly different playstyles. They can heal, deal damage with spells, or fight in close quarters.

Shamans draw their strength from the four natural elements (Air, Earth, Fire, Water). This is reflected in the totems they use to help battle enemies, and the different weapon imbues they use to enhance their weapons.



PROMINENT CLASS ABILITIES

Totems

Totems summon the power of the elements (Earth, Fire, Water, and Air) for a variety of effects. Totems are temporary creations, and they can be targeted and destroyed by attacks. There are totems that blast nearby enemies with fire. Others are more defensive in nature, or restore your health and mana. Shaman can use one totem from each element simultaneously.

Shocks

Shocks are a type of spell that a Shaman can use instantly. These spells typically damage your target, and also have a variety of effects including damage over time, or reducing a target's movement speed.

Specializations

At level 10, Shamans must decide on one of the following specializations: Elemental, Enhancement, or Restoration.

Elemental Shamans use shocks and other spells to take down enemies. They deal damage while standing at a safe distance from melee combat. Elemental Shamans have a few tricks to push away enemies who draw too close, while the Mail armor they wear allows them to stand up to punishment better than most other spell-casting damage dealers.

Enhancement Shamans thrive in the midst of battle, dealing damage to enemies with a weapon in each hand and a host of spells at their command. Where most classes focus on using either weapons or spells to deal damage, Enhancement Shamans use a balanced mix of spells and weapons in combat.

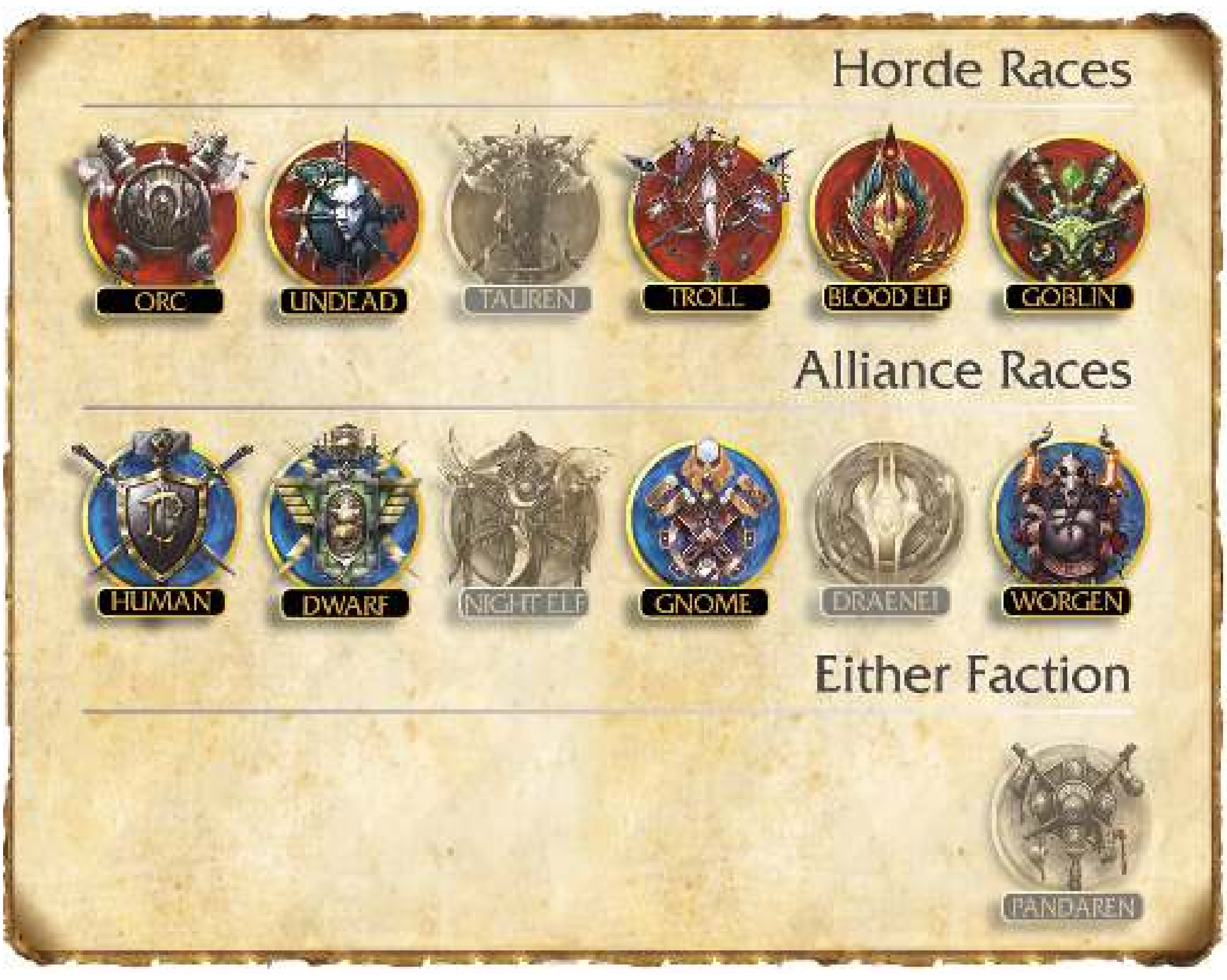
Restoration Shamans offer support to the groups they join with healing spells that keep allies alive and fighting. Restoration Shamans are not designed to inflict damage, but their totems can still boost the abilities of others, making the overall group a more effective fighting force.

WARLOCK

OVERVIEW

Warlock is the class for anyone who wants to play something sinister. You get to curse people, summon demons, and generally have a malevolent look. Warlocks are ranged casters that employ a combative pet to supplement their already impressive damage total. Though Warlock pets aren't as powerful as Hunter pets, these demonic allies offer a bit more versatility.

Warlocks are masters of inflicting damage over time. When pushed, these casters are able to sacrifice their health to bring even more damage to an engagement. Warlocks scare their healers as much as they do their actual enemies. It's not uncommon to see a Warlock's health dwindle even when nothing is attacking them. You get used to it!



PROMINENT CLASS ABILITIES

Demonic Pets

Each Warlock pet is quite different. Imps supplement ranged damage and make the caster harder to kill. Voidwalkers act as a tank. Succubi bring more damage to the table. Felhunters are keen anti-casters. The only downside to these pets is that you can only summon one at a time.

Dealing Damage Over Time

A Warlock's spell arsenal liberally uses damage over time (DoT) spells. These spells don't deal damage all at once. Instead, they place a debuff on an enemy target, slowly chipping away at their health. Don't be fooled by the relatively small numbers, however[md]DoT spells are among the most powerful damage dealing abilities in the game!

Specializations

At level 10, Warlocks must decide on one of the following specializations: Affliction, Demonology, or Destruction.

Affliction Warlocks are the damage over time specialists. They lay down damage over time spells faster than other Warlock varieties, and they're good at moving from target to target to maximize their ability to keep damage flowing.

Demonology Warlocks are the toughest of the bunch. They're quite hard to kill, and sometimes they even end up tanking specific events. They gain improved pets, more survivability, and can occasionally transform themselves into a Demon (it's as awesome as it sounds).

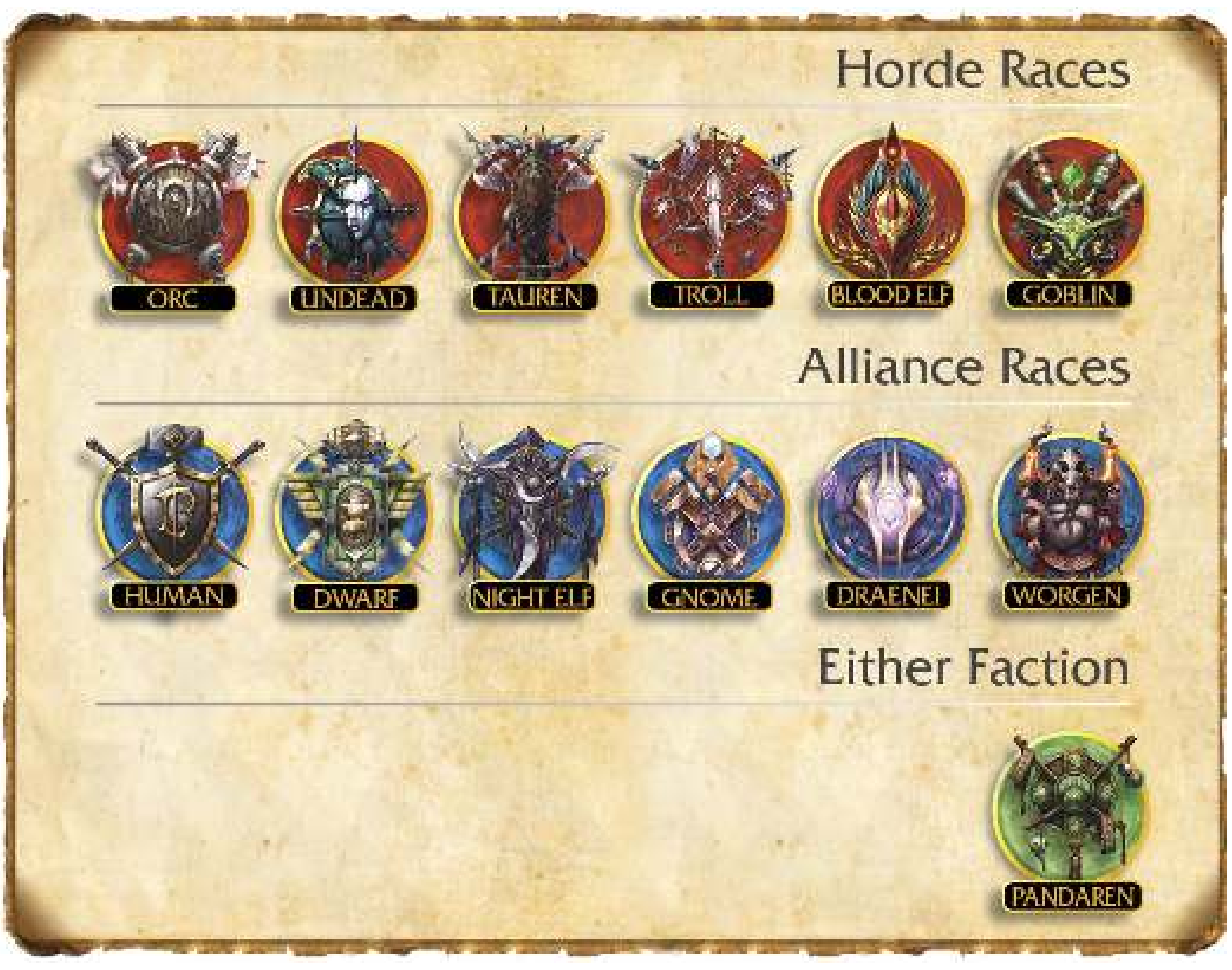
Destruction Warlocks are the more traditional casters of the three. They improve Shadowbolts and fire spells from the Warlock's repertoire, hitting big-damage numbers and felling single targets quite well.

WARRIOR

OVERVIEW

Warriors are the masters of melee combat as either versatile combatants or stalwart defenders who protect groups. As masters of arms, they can use nearly every weapon, and don the heaviest armor.

When you are playing a Warrior, you must be flexible and know which abilities are best suited to any situation. Carefully plan how best to spend your Rage (your primary resource), so that in the heat of battle you can fuel your abilities and devastate your foes with a staggering combination of strikes.



PROMINENT CLASS ABILITIES

Stances

Warriors learn two stances: Battle Stance, and Defensive Stance. All Warriors begin with Battle Stance generating high Rage from normal attacks. Defensive Stance reduces a Warrior's Rage generation when compared to the other stances, but it also reduces the amount of damage taken.

Shouts

Warrior can use various Shouts to inspire groups, or demoralize enemies. There are several shouts; some are available only as talents, and some available only to certain specializations, but every Warrior has a few to choose from. Commanding Shout and Battle Shout are used to provide benefits for your party or raid. The remaining shouts can cause an enemy to flee, reduce the damage enemies can inflict, do AoE damage, and snare or root enemies within the Warrior's shout radius.

Specializations

At level 10, Warriors must decide on one of the following specializations: Arms, Fury, or Protection.

Arms Warriors use a two-handed weapon to deal strong burst damage.

Fury Warriors equip weapons in both hands, including the option of using a two-handed in one hand! Few sights instill as much fear as a plate-clad Warrior brandishing two giant weapons.

Protection Warriors are tanks. They have options for stunning and provoking enemies, but most of all they excel at staying alive. They gain abilities that extend their lives during tricky battles and allow them to reduce the damage they take.

WORLD
WARCRAFT
WARLORDS of DRAENOR

ACHIEVEMENTS

Introduction

Achievements are a different way to show what you've accomplished in World of Warcraft. To see a full list of Achievements, click on the icon in the interface bar to open the Achievements panel. The panel lists hundreds of in-game Achievements for doing just about anything you can imagine in the game.

While Achievements won't lead to improved weapons or armor, they do provide special titles, companion pets, and mounts. Sometimes you receive a reward for getting a certain Achievement, while others require you to unlock a set of Achievements that take an entire year to earn! Achievements are in the game purely for fun. You can't use your Achievement points as currency for anything in game—but you can show them off to your friends!

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

ACHIEVEMENTS

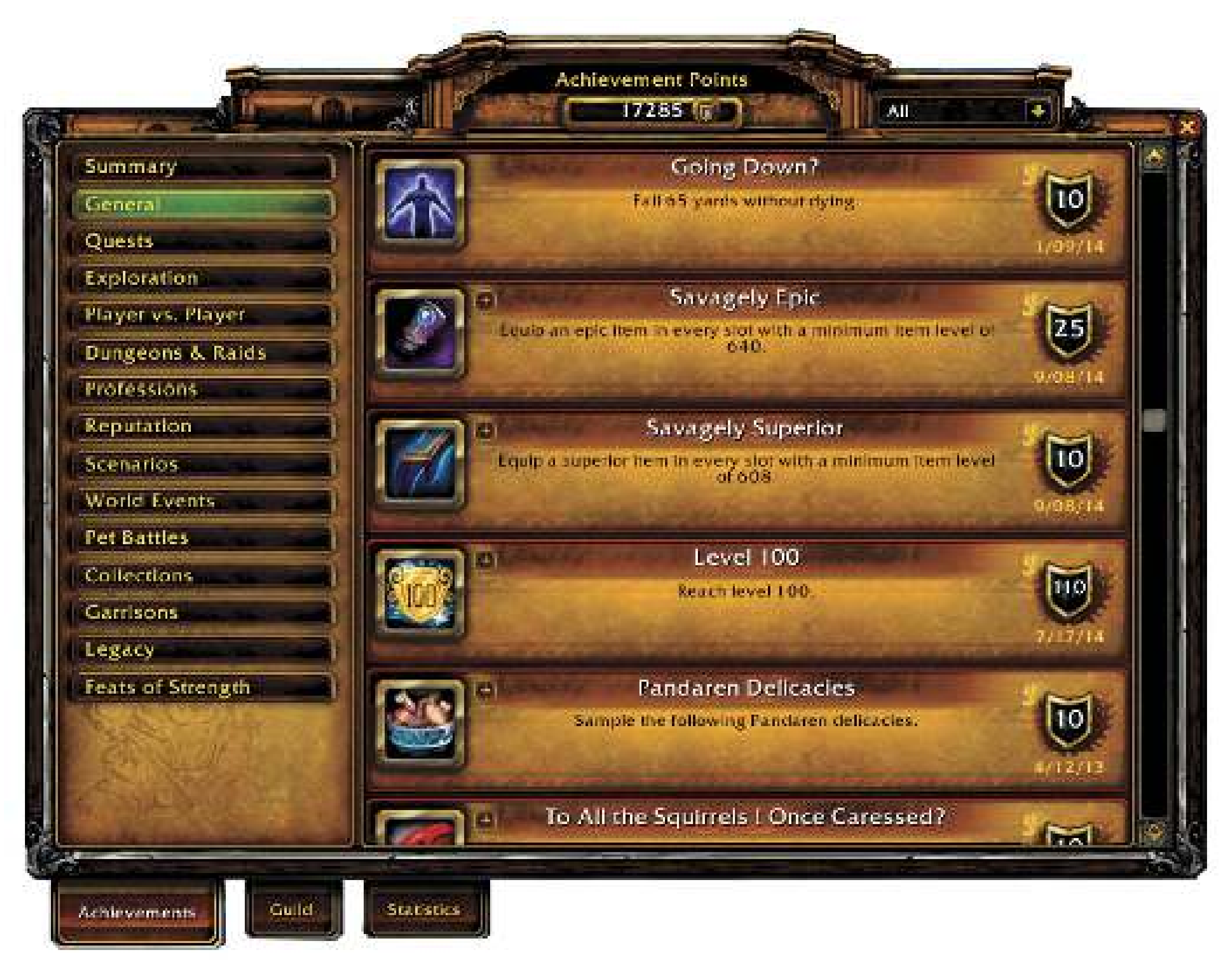
Types of Achievements

Click on individual Achievements to learn more about how to complete them. Most of these are fairly self-explanatory, so it isn't hard to understand what is required to earn them. Actually earning them, however, is a different story—some Achievements can be incredibly challenging to accomplish.

Achievements are account-wide, though some are still specific to each character. Account-wide Achievements have a blue header, while character specific Achievements retain a brown color scheme. Mousing over the achievement points on a completed Achievement shows you which of your characters has completed the achievement. You can also use the dropdown window to display your Achievements by those you have completed, or those you have yet to complete on the character you are currently playing.

Achievements are broken down into different categories to make it easier to find which Achievements are available depending on where your interests lie. The Achievement categories are General, Quests, Exploration, Player vs. Player, Dungeons & Raids, Professions, Reputation, Scenarios, World Events, Pet Battles, Collections, Garrisons, Legacy, and Feats of Strength.

Guild Achievements has its own tab and includes the following categories: General, Quests, Player vs.Player, Dungeons & Raids, Professions, Reputation, and Guild Feats of Strength.


Achievement Points
17285
All
Summary
General
Quests
Exploration
Player vs. Player
Dungeons & Raids
Professions
Reputation
Scenarios
World Events
Pet Battles
Collections
Garrisons
Legacy
Feats of Strength
Achievements
Guild
Statistics

Going Down? Fall 65 yards without dying. 10 1/09/14

Savagely Epic: Equip an epic item in every slot with a minimum item level of 640. 25 9/08/14

Savagely Superior: Equip a superior item in every slot with a minimum item level of 608. 10 9/08/14

Level 100: Reach level 100. 10 7/17/14

Pandaren Delicacies: Sample the following Pandaren delicacies. 10 4/12/13

To All the Squirrels I Once Caressed?

GENERAL

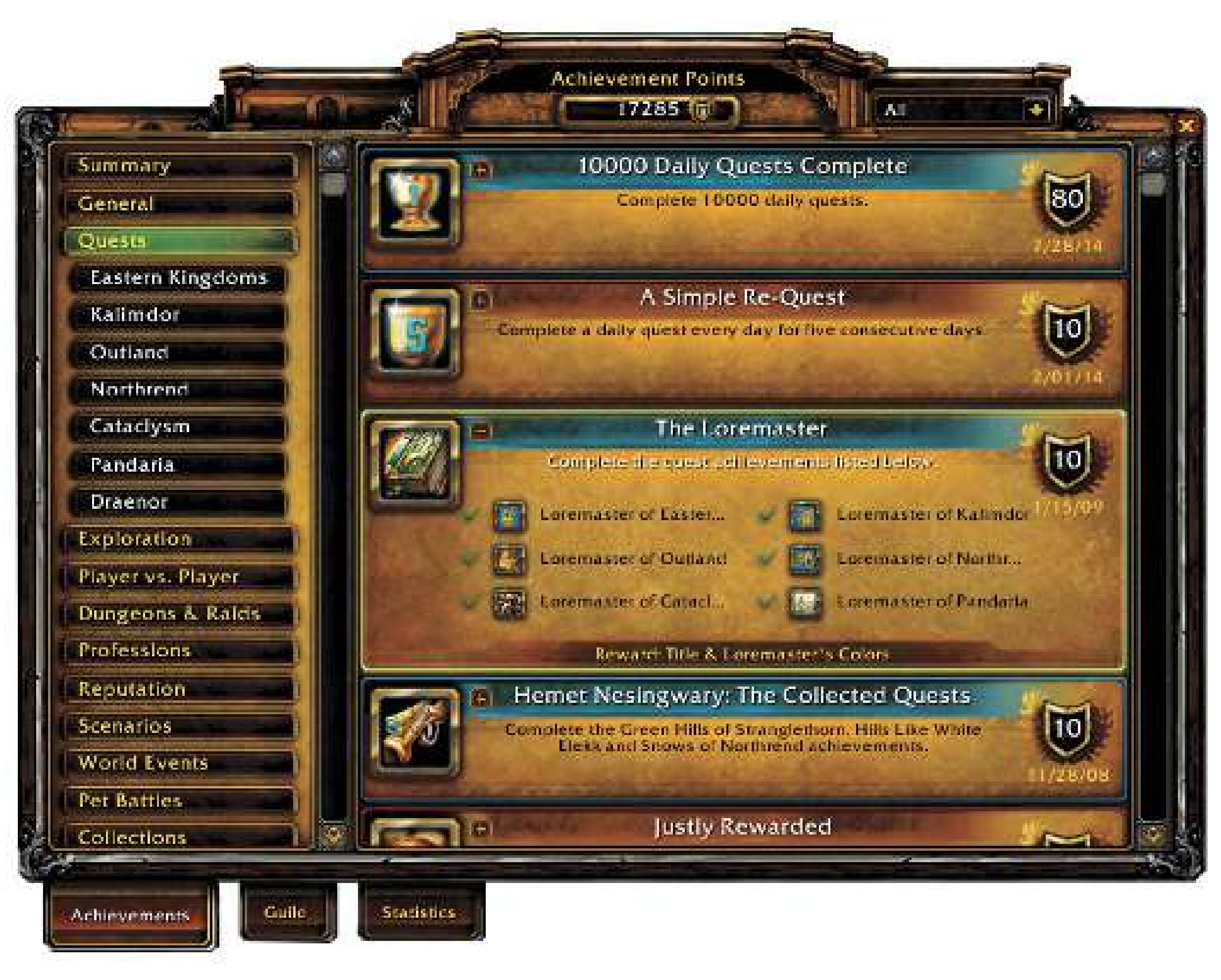
Some Achievements don't fall easily into other categories, so General is a catch-all category. Most of these achievements directly involve things like item level, how many classes you've leveled, what kinds of food you've eaten, and how much gold you've looted. There's even a series of Achievements for hunting down critters and showing them how much you love them!

QUESTS

There are two Achievements that award extras in the Quest category. After completing enough quests, you earn the title "The Seeker." Once the Loremaster Achievement is earned, you get the title "Loremaster" and a bonus tabard. Many new quest Achievements have been added for Draenor. Some require you to simply complete quests in the new Draenor zones; others require you to complete all bonus objectives in a given zone; and still others require you to perform particular actions while you're out in the world doing quests.

EXPLORATION

Almost every Exploration Achievement is tied to uncovering hidden nooks and discovering the out-of-the-way places and hidden treasures found in every zone. The other type of Exploration Achievement is tied to finding and killing rare enemies in Outland, Northrend, Pandaria, and Draenor. Exploring the known world provides you with the title "Explorer," while Brann Bronzebeard awards the characters who explore all of Northrend with a special tabard.


Achievement Points
17285
All
Summary
General
Quests
Eastern Kingdoms
Kalimdor
Outland
Northrend
Cataclysm
Pandaria
Draenor
Exploration
Player vs. Player
Dungeons & Raids
Professions
Reputation
Scenarios
World Events
Pet Battles
Collections
Loremaster of Easter...
Loremaster of Kalimdor
Loremaster of Outland
Loremaster of Northr...
Loremaster of Catacl...
Loremaster of Pandaria
Achievements
Guild
Statistics

10000 Daily Quests Complete: Complete 10000 daily quests. 80 7/28/14

A Simple Re-Quest: Complete a daily quest every day for five consecutive days. 10 2/01/14

The Loremaster: Complete the quest achievements listed below. 10 1/15/09. Reward: Title & Loremaster's Colors

Hemet Nesingwary: The Collected Quests: Complete the Green Hills of Stranglethorn, Hills Like White Elekk and Snows of Northrend achievements. 10 11/28/08

Justly Rewarded

PLAYER VS. PLAYER

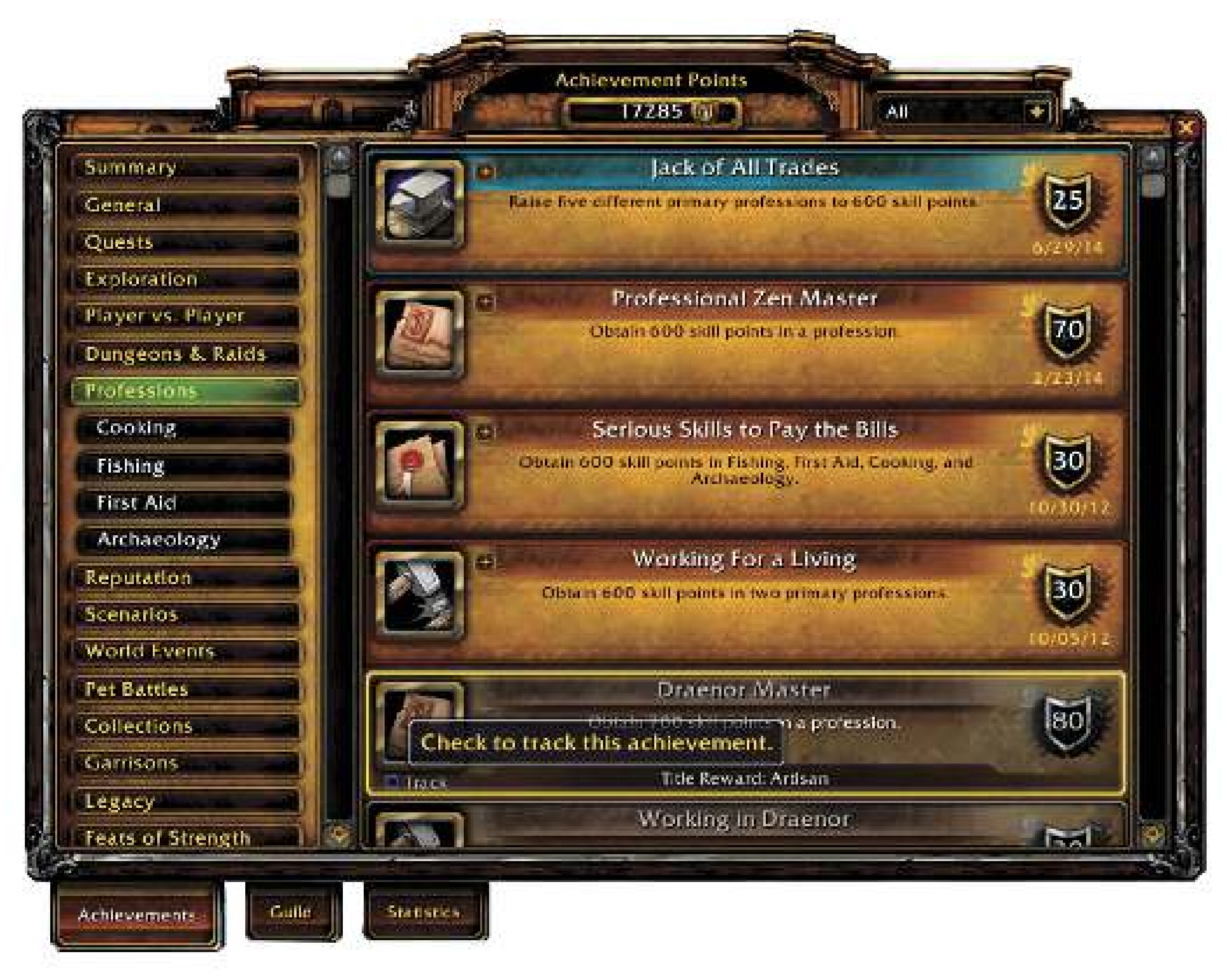
Player vs. Player Achievements are linked to battlegrounds and arenas. Many of these Achievements call for meeting incredibly specific conditions in a single battleground, or for long-term accomplishments such as being on the winning side in a battleground 100 times! Most of the rewards for Player vs. Player Achievements are titles. Draenor has added many new Achievements for Ashran, the new world PvP zone off the coast of Tanaan Jungle.

DUNGEONS & RAIDS

Many Dungeons & Raids Achievements are given for defeating the bosses which appear in the world dungeons and raids of World of Warcraft. When you start running heroic versions of dungeons, there are additional Achievements tied to completing specific tasks while facing the bosses in the dungeons. There are even more Achievements tied to defeating raid bosses on different levels of difficulty, or performing certain tasks while in a raid group. Typically, mounts are rewarded for completing all of these additional tasks for both heroic dungeons and raids as well. The rewards for Achievements in Dungeons & Raids include titles, mounts, and cosmetic armor.

PROFESSIONS

Profession Achievements are centered on secondary professions (Archaeology, Cooking, First Aid, and Fishing) since each character is limited to only two primary professions. The change to account-wide Achievements has opened the door to a few new Profession Achievements, but they're tied to reaching the maximum skill level in each profession. Some of these Achievements reward unique titles and items. In Warlords of Draenor, completing some of these Profession Achievements will unlock Level 3 Blueprints for your Garrison.


Achievement Points
17285
All
Summary
General
Quests
Exploration
Player vs. Player
Dungeons & Raids
Professions
Cooking
Fishing
First Aid
Archaeology
Reputation
Scenarios
World Events
Pet Battles
Collections
Garrisons
Legacy
Feats of Strength
Check to track this achievement.
Track
Achievements
Guild
Statistics

Jack of All Trades: Raise five different primary professions to 600 skill points. 25 6/29/14

Professional Zen Master: Obtain 600 skill points in a profession. 70 2/23/14

Serious Skills to Pay the Bills: Obtain 600 skill points in Fishing, First Aid, Cooking, and Archaeology. 30 10/30/12

Working For a Living: Obtain 600 skill points in two primary professions. 30 10/05/12

Draenor Master: Obtain 700 skill points in a profession. 80. Title Reward: Artisan

Working in Draenor

REPUTATION

Improving your Reputation with the many factions found in World of Warcraft has become an increasingly important facet of the game to every type of player, and for many reasons. Many factions are the source of improved equipment, mounts, and companion pets. The Achievements tied to these improved Reputations are mainly new titles, but the Achievement for earning Exalted reputation with at least three Draenor reputations is the Level 3 Garrison Blueprint for the Trading Post.

SCENARIOS

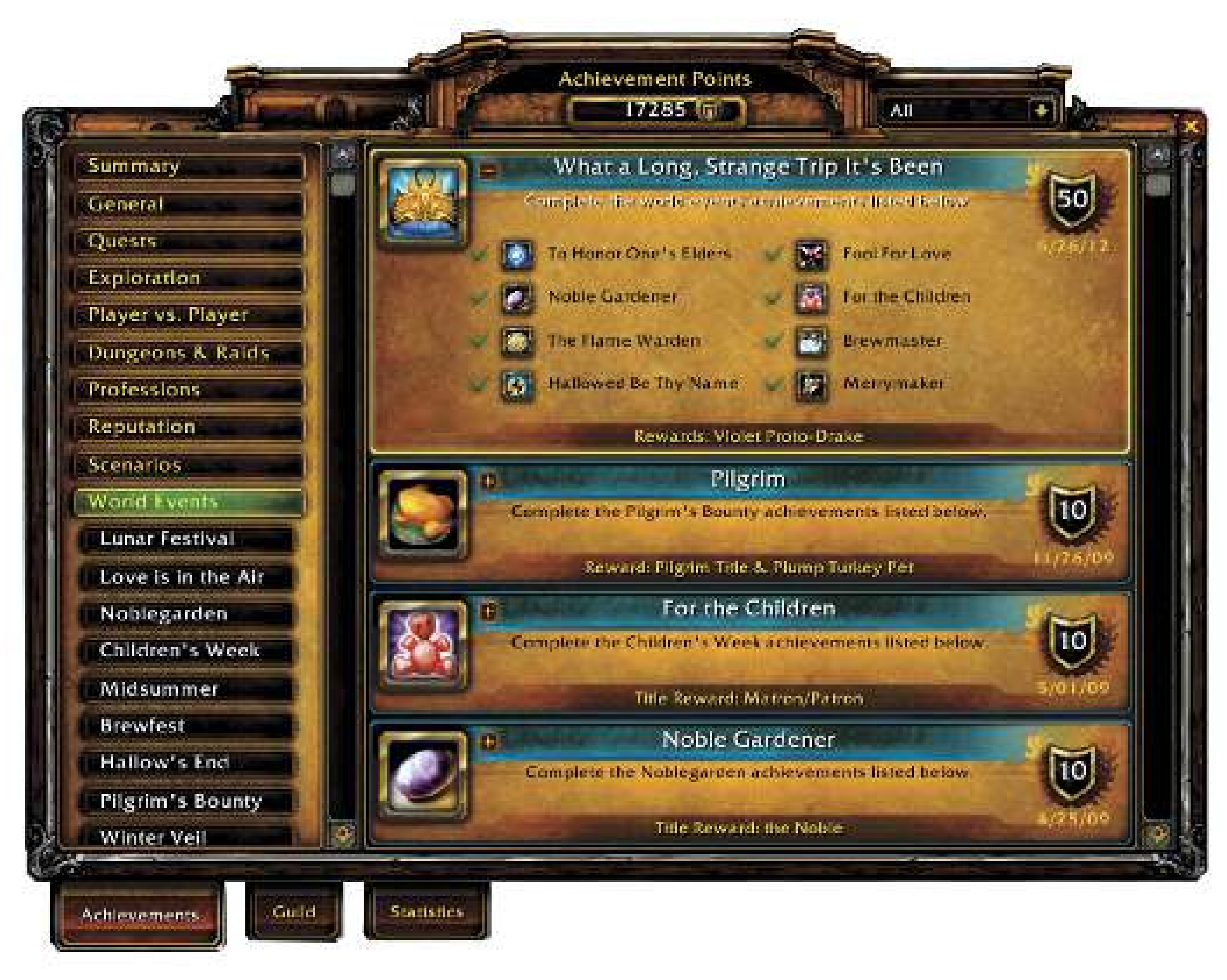
Scenario Achievements are similar to the ones found in Dungeons & Raids. Many of them are tied to simply completing each Scenario, but others call for meeting specific conditions while completing an encounter. The Scenarios tab also includes Achievements associated with the Proving Grounds.

WORLD EVENTS

World Events Achievements include Achievements earned during special dates (typically marked on the in-game calendar) that include holidays and celebrations. There are Achievements tied to each date, and these Achievements take on many forms. While many are tied to completing quest lines, some holiday Achievements require trips to dungeons to face bosses that appear only during the holiday or visiting battlegrounds.

The other types of World Event Achievements are earned while completing tasks in certain areas of the world, like the Argent Tournament and the Brawler's Guild. While neither of these are typical World Events marked on a calendar, they include several Achievements for completing specific tasks and challenges.

There are many titles to earn from World Event Achievements, but if you complete the Achievement "What A Long, Strange Trip It's Been" you earn a Violet Proto-Drake mount.


Achievement Points
17285
All
Summary
General
Quests
Exploration
Player vs. Player
Dungeons & Raids
Professions
Reputation
Scenarios
World Events
Lunar Festival
Love is in the Air
Noblegarden
Children's Week
Midsummer
Brewfest
Hallow's End
Pilgrim's Bounty
Winter Veil
To Honor One's Elders
Fool For Love
Noble Gardener
For the Children
The Flame Warden
Brewmaster
Hallowed Be Thy Name
Merrymaker
Achievements
Guild
Statistics

What a Long, Strange Trip It's Been: Complete the world events achievements listed below. 50 6/26/12. Rewards: Violet Proto-Drake

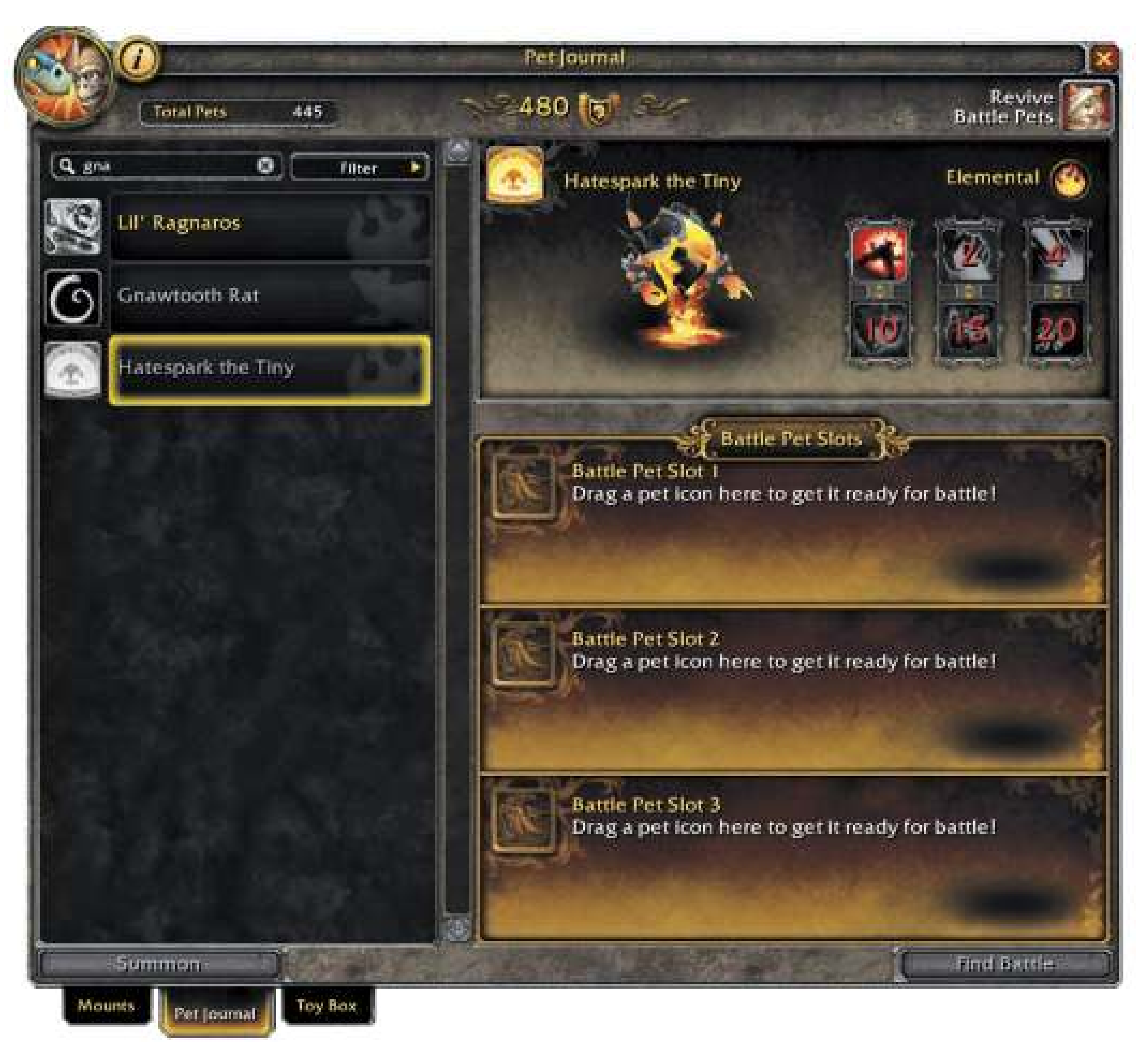
Pilgrim: Complete the Pilgrim's Bounty achievements listed below. 10 11/26/09. Reward: Pilgrim Title & Plump Turkey Pet

For the Children: Complete the Children's Week achievements listed below. 10 5/01/09. Title Reward: Matron/Patron

Noble Gardener: Complete the Noblegarden achievements listed below. 10 4/25/09. Title Reward: the Noble

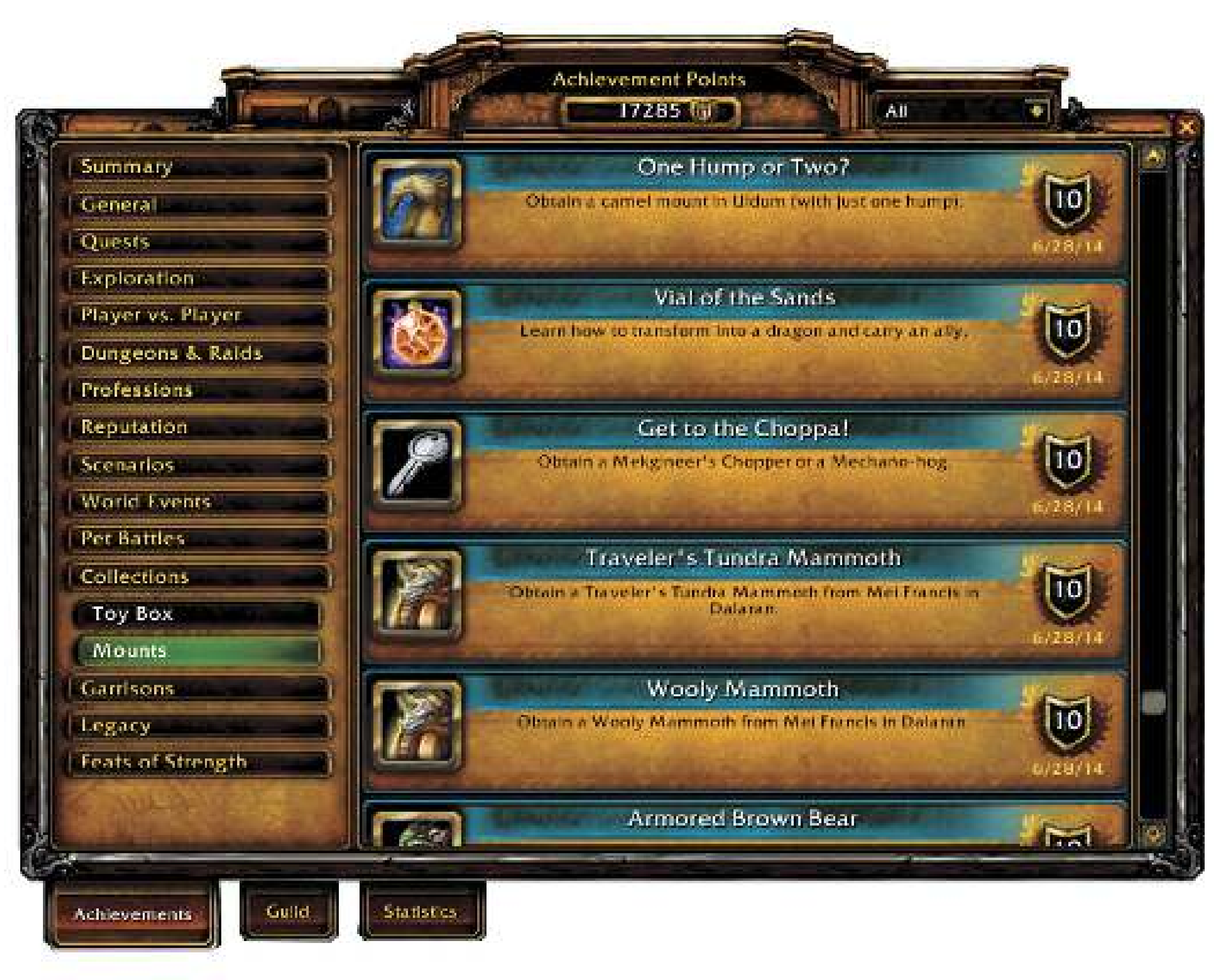
PET BATTLES

Pet Battles Achievements are earned by collecting pets, using them in battles, and improving your pets to the maximum level. The rewards from this category of Achievements include titles and even more pets to add to your collection. Completing 1000 pet battles in Draenor unlocks the Level 3 Garrison Blueprint for the Pet Menagerie.


Pet Journal
Total Pets 445
480
Revive Battle Pets
gna
Filter
Lil' Ragnaros
Gnawtooth Rat
Hatespark the Tiny
Hatespark the Tiny
Elemental
10
15
20
Battle Pet Slots
Battle Pet Slot 1
Drag a pet icon here to get it ready for battle!
Battle Pet Slot 2
Drag a pet icon here to get it ready for battle!
Battle Pet Slot 3
Drag a pet icon here to get it ready for battle!
Summon
Find Battle
Mounts
Pet Journal
Toy Box

COLLECTIONS

The Collections tab is new with Warlords of Draenor, and it includes Achievements that involve collecting things like tabards, bags, rare items, mounts, and toys. Several mount collecting Achievements reward an additional mount.


Achievement Points
17285
All
Summary
General
Quests
Exploration
Player vs. Player
Dungeons & Raids
Professions
Reputation
Scenarios
World Events
Pet Battles
Collections
Toy Box
Mounts
Garrisons
Legacy
Feats of Strength
Achievements
Guild
Statistics

One Hump or Two?: Obtain a camel mount in Uldum (with just one hump). 10 6/28/14

Vial of the Sands: Learn how to transform into a dragon and carry an ally. 10 6/28/14

Get to the Choppa!: Obtain a Mekgineer's Chopper or a Mechano-hog. 10 6/28/14

Traveler's Tundra Mammoth: Obtain a Traveler's Tundra Mammoth from Mei Francis in Dalaran. 10 6/28/14

Wooly Mammoth: Obtain a Wooly Mammoth from Mei Francis in Dalaran. 10 6/28/14

Armored Brown Bear

GARRISONS

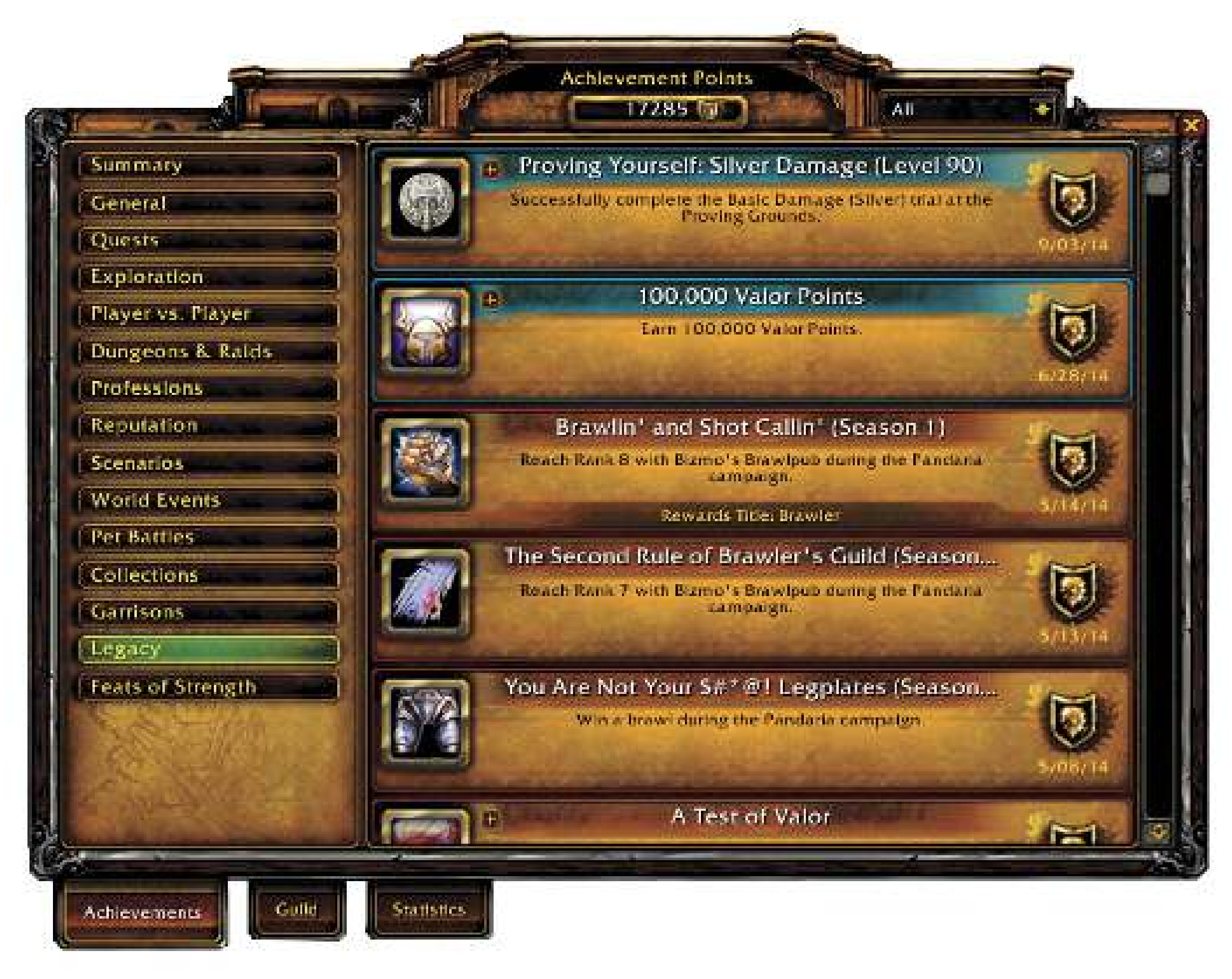
Garrison Achievements all involve various activities with your Garrison. There are four different Garrison categories: Buildings, Followers, Missions, and Monuments. Many of the Garrison Achievements unlock Level 3 Garrison Blueprints for your Garrison buildings, offer special titles, or even monuments you can display in your Garrison.

LEGACY

Legacy Achievements are a new category added with Warlords of Draenor. These are Achievements that have been removed from the game and are no longer obtainable. This could be due to certain items being removed, like Valor Points, Dungeon and Raid Emblems, and Stone Keeper's Shards; it could also be due to the removal of certain quests or reputations; or it could simply be because a dungeon or raid was removed or updated.

FEATS OF STRENGTH

Feats of Strength Achievements are generally awarded from one-time occurrences, such as logging in during an Anniversary celebration, obtaining a Collector Edition pet, or being part of a leading Arena Team for a specific season. Other Feats of Strength involve obtaining incredibly rare or hard-to-obtain mounts or legendary weapons. Additional Feats of Strength involve completing tiers of raid content before the next raid tier comes out, typically called Ahead of the Curve.


Achievement Points
17285
All
Summary
General
Quests
Exploration
Player vs. Player
Dungeons & Raids
Professions
Reputation
Scenarios
World Events
Pet Battles
Collections
Garrisons
Legacy
Feats of Strength
Achievements
Guild
Statistics

Proving Yourself: Silver Damage (Level 90): Successfully complete the Basic Damage (Silver) trial at the Proving Grounds. 9/03/14

100,000 Valor Points: Earn 100,000 Valor Points. 6/28/14

Brawlin' and Shot Callin' (Season 1): Reach Rank 8 with Bizmo's Brawlpub during the Pandaria campaign. Rewards Title: Brawler. 5/14/14

The Second Rule of Brawler's Guild (Season...: Reach Rank 7 with Bizmo's Brawlpub during the Pandaria campaign. 5/13/14

You Are Not Your $#*@! Legplates (Season...: Win a brawl during the Pandaria campaign. 5/06/14

A Test of Valor

GUILD

Guild Achievements can be unlocked only while you are in a guild, and most of these Achievements require groups with a majority of characters from the same guild to work together in various ways. Many of these Achievements mirror those found in other categories (mainly Dungeons & Raids and Player vs. Player), so you should earn an individual Achievement at the same time as the Guild Achievement. Some Guild Achievements unlock special rewards that can be purchased from any Guild Vendor, like pets, mounts, recipes, and even cosmetic items like Guild shirts.

WORLD
WARCRAFT
WARLORDS of DRAENOR

RARE CREATURES ABOUND

Introduction

A variety of different creatures have made their home in the savage lands of Draenor. In every zone, rare creatures hold special weapons, armor, and fun items for your character. These creatures are typically indicated by the silver border around their character portrait. Rare creatures are usually much more difficult to defeat, and often have special attacks or abilities that you'll need to counter in order to successfully do so.

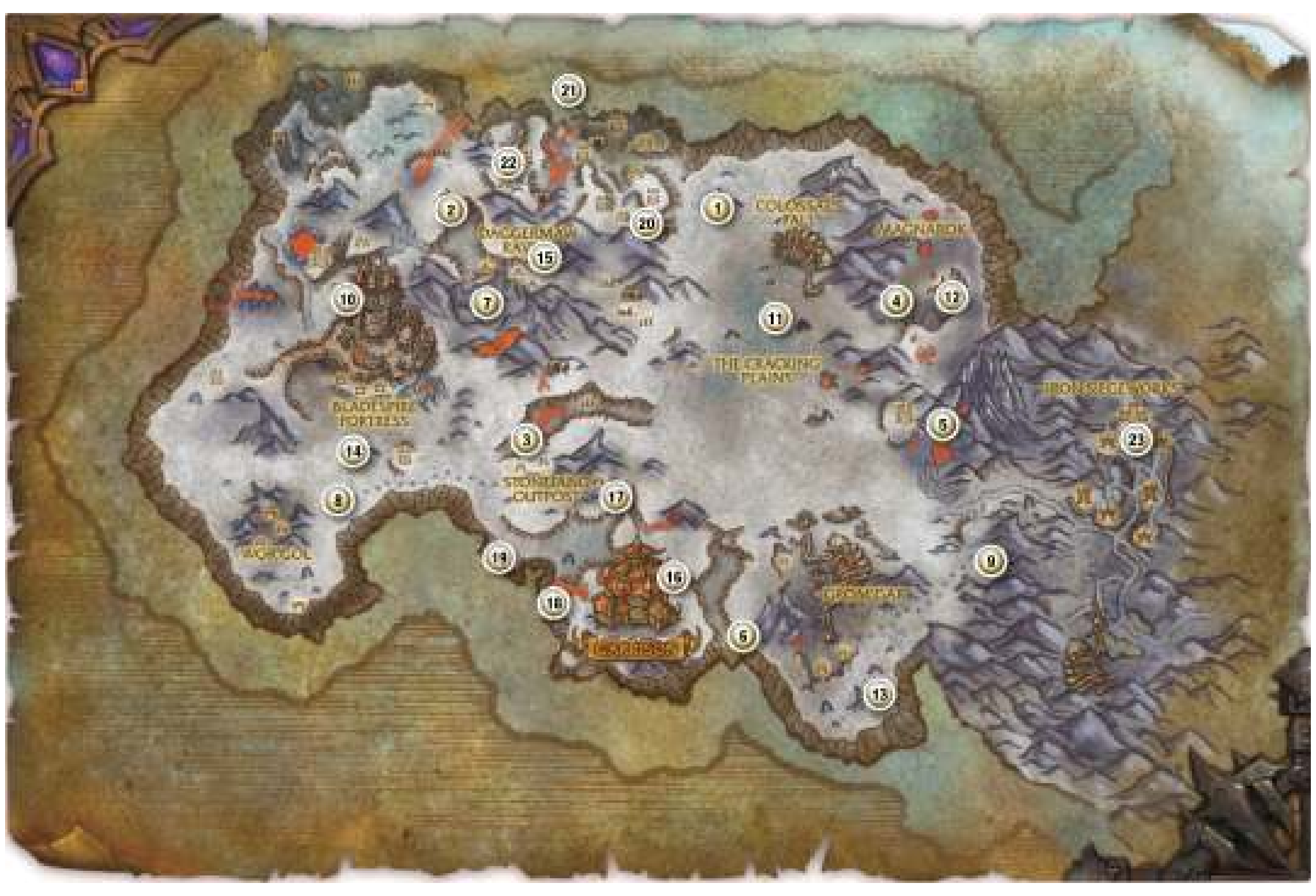
Some rare spawns are hidden away out of sight, or require some sort of action to be taken in order to spawn the creature. You can always tell where a rare spawn is located by the icon on your minimap—how to get to the creature, however, is up to you to discover.

These rare creatures have amazing loot for the taking, but you may only loot their special treasures once. After you have successfully defeated one of these rare enemies, their character portrait will no longer have a silver border—this way, you know which creatures you have already defeated, and which still pose a challenge worth taking on.

WORLD of WARCRAFT
WARLORDS of DRAENOR

RARE CREATURES ABOUND

Frostfire Ridge

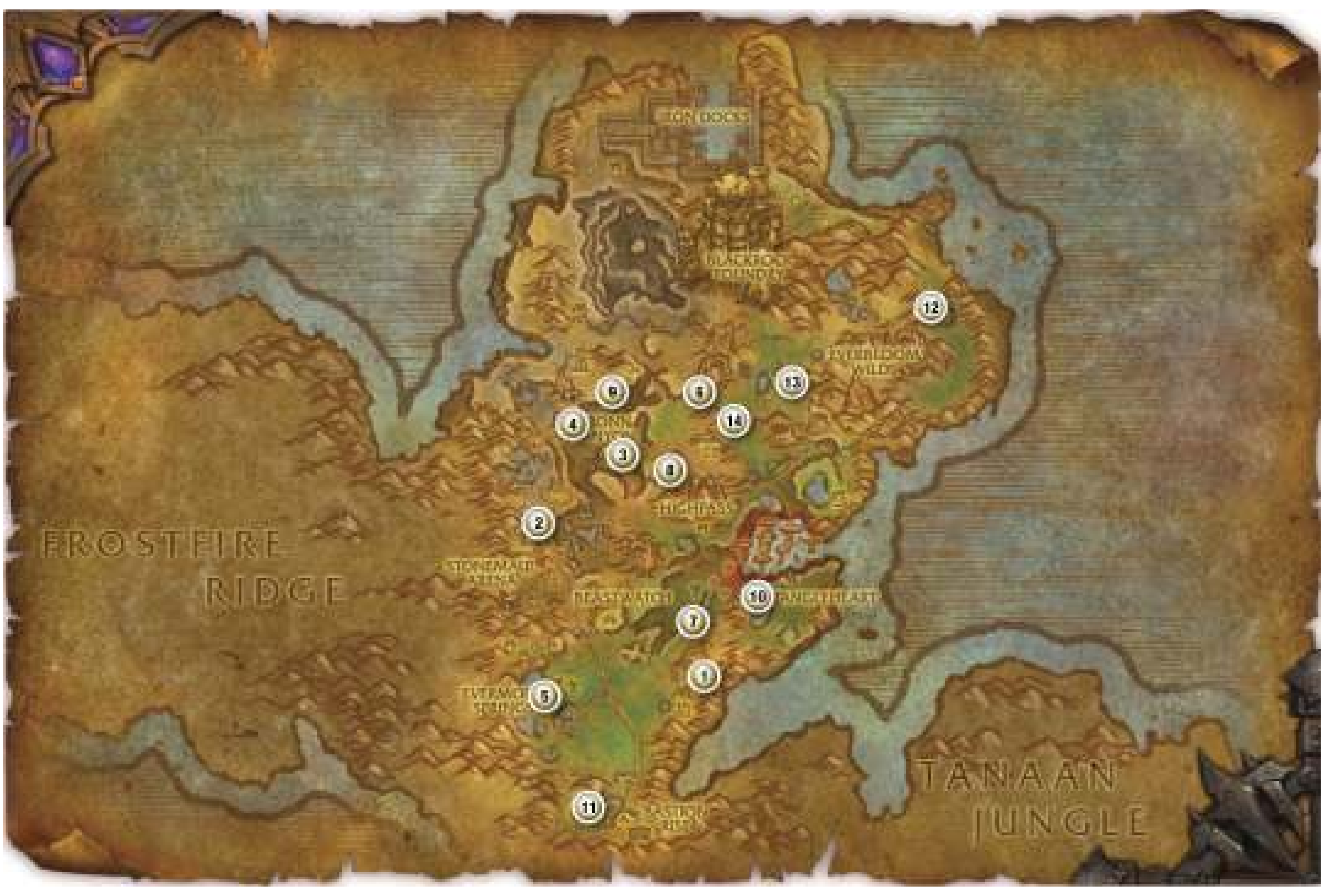

21
22
2
20
1
COLOSSAL'S FALL
MAGNAROK
15
10
7
11
4
12
THE CRACKING PLAINS
BLADESPIRE FORTRESS
5
23
3
14
STONEFANG OUTPOST
17
8
WOR'GOL
19
16
GROMMASHAR
9
18
GARRISON
6
13

Rare Name		Drop Type
1	Giant-Slayer Kul	Trinket
2	Canyon Icemother	Resources
3	Cindermaw	Weapon
4	Broodmother Reeg'ak	Trinket
5	Firefury Giant	Off-hand Item
6	Coldtusk	Weapon
7	Primalist Mur'og	Cloth Armor
8	Coldstomp the Griever	Necklace
9	Scout Goreseeker	Leather Armor
10	The Beater	Weapon
11	Huntmaster Kuang	Resources
12	The Bone Crawler	Plate Armor
13	Cyclonic Fury	Cloth Armor
14	Breathless	Toy
15	Yaga the Scarred	Leather Armor
16	Gruuk	Trinket
17	Gurun	Cloak
18	Chillfang	Leather Armor
19	Grutush the Pillager	Mail Armor
20	Jabberjaw	Shield
21	Tor'goroth	Off-hand Item
22	Son of Goramal	Weapon
23	Ragore Driftstalker	Leather Armor

WORLD of WARCRAFT
WARLORDS of DRAENOR

RARE CREATURES ABOUND

Gorgrond

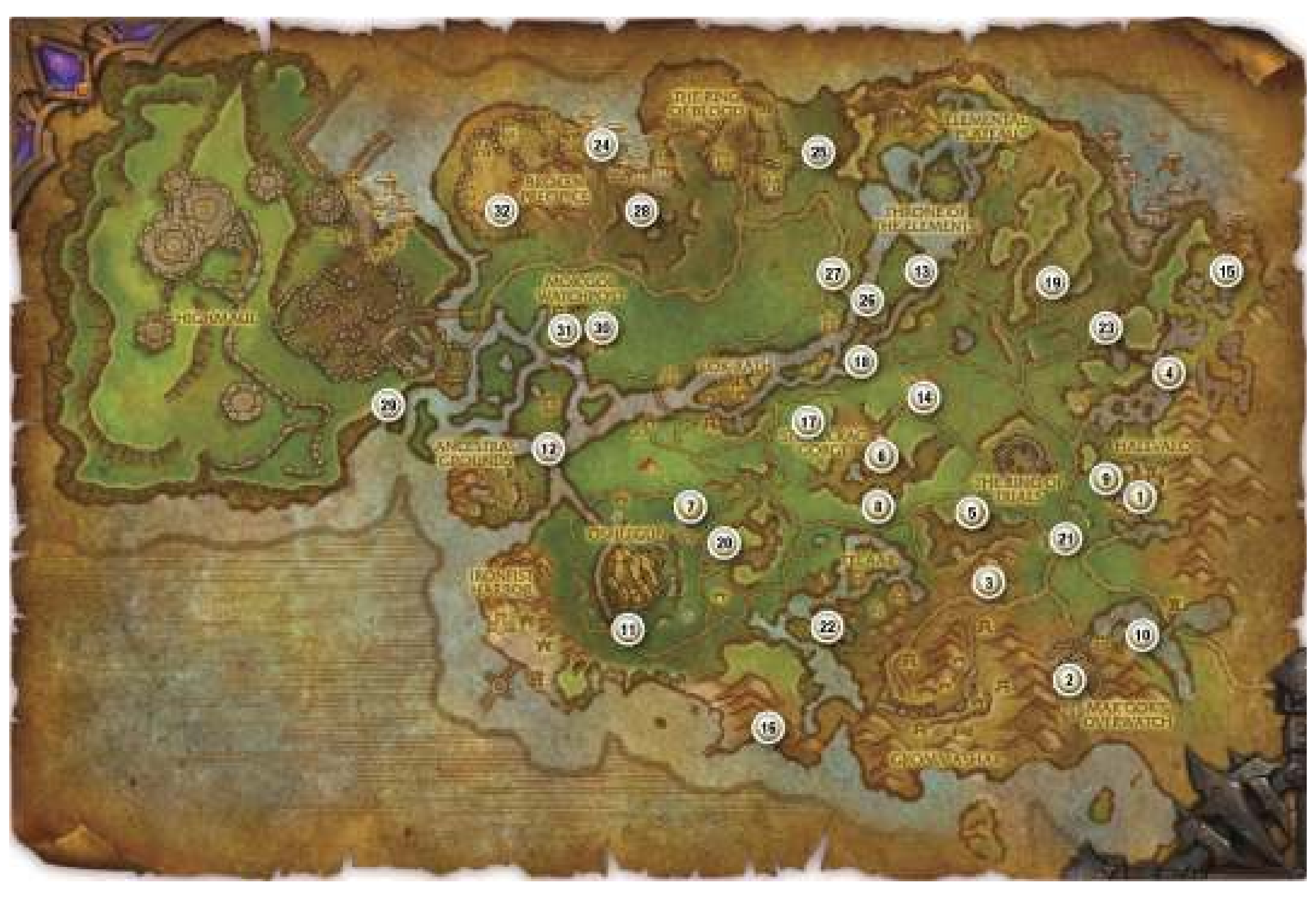

IRON DOCKS
BLACKROCK FOUNDRY
EVERBLOOM WILDS
HIGHPASS
STONEMAUL ARENA
BEASTWATCH
FROSTFIRE RIDGE
TANAAN JUNGLE
1
2
3
4
5
6
7
8
9
10
11
12
13
14

Rare Name		Drop Type
1	Mother Araneae	Weapon
2	Sulfurious	Toy
3	Glut	Trinket
4	Gelgor of the Blue Flame	Trinket
5	Bashiok	Toy
6	Char the Burning	Weapon
7	Hive Queen Skrikka	Weapon
8	Mandrakor	Battle Pet
9	Greldrok the Cunning	Weapon
10	Fossilwood the Petrified	Toy
11	Sunclaw	Weapon
12	Swift Onyx Flayer	Mail Armor
13	Grove Warden Yal	Cloak
14	Hunter Bal'ra	Weapon

WORLD OF WARCRAFT
WARLORDS OF DRAENOR

RARE CREATURES ABOUND

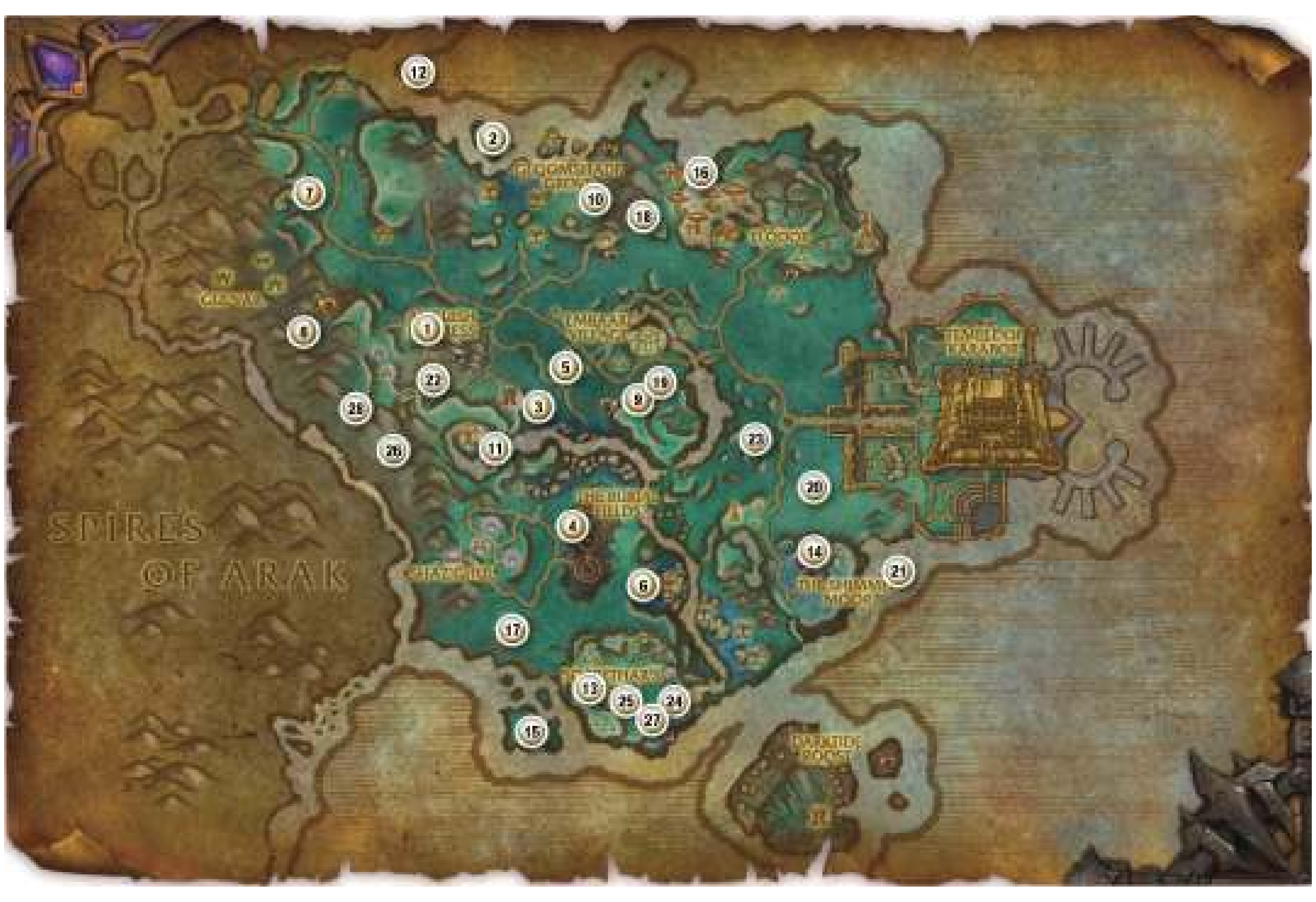
Nagrand


24
26
32
28
27
13
19
15
25
31
30
23
18
4
14
29
17
12
6
9
1
7
8
5
20
21
3
11
22
10
2
16

Rare Name		Drop Type
1	Hyperious	Trinket
2	Warmaster Blugthol	Plate Armor
3	Soulfang	Weapon
4	Explorer Nozzand	Resources
5	Redclaw the Feral	Weapon
6	Greatfeather	Cloth Armor
7	Gar'lua	Trinket
8	Gnarlhoof the Rabid	Trinket
9	Ancient Blademaster	Resources
10	Grizzlemaw	Cloak
11	Netherspawn	Battle Pet
12	Ophiis	Cloth Armor
13	Windcaller Korast	Weapon
14	Flinthide	Shield
15	Gorepetal	Leather Armor
16	Ru'klaa	Resources
17	Sean Whitesea	Resources
18	Tura'aka	Cloak
19	Hunter Blacktooth	Weapon
20	Scout Pokhar	Weapon
21	Malroc Stonesunder	Weapon
22	Outrider Duretha	Leather Armor
23	Graveltooth	Leather Armor
24	Mr. Pinchy Sr.	Trinket
25	Bergruu	Reputation Item
26	Dekorhan	Reputation Item
27	Thek'talon	Reputation Item
28	Gagrog the Brutal	Reputation Item
29	Xelganak	Reputation Item
30	Karosh Blackwind	Cloth Armor
31	Brutag Grimblade	Plate Armor
32	Durg Spinecrusher	Weapon

WORLD
WARCRAFT
WARLORDS of DRAENOR

RARE CREATURES ABOUND
Shadowmoon Valley

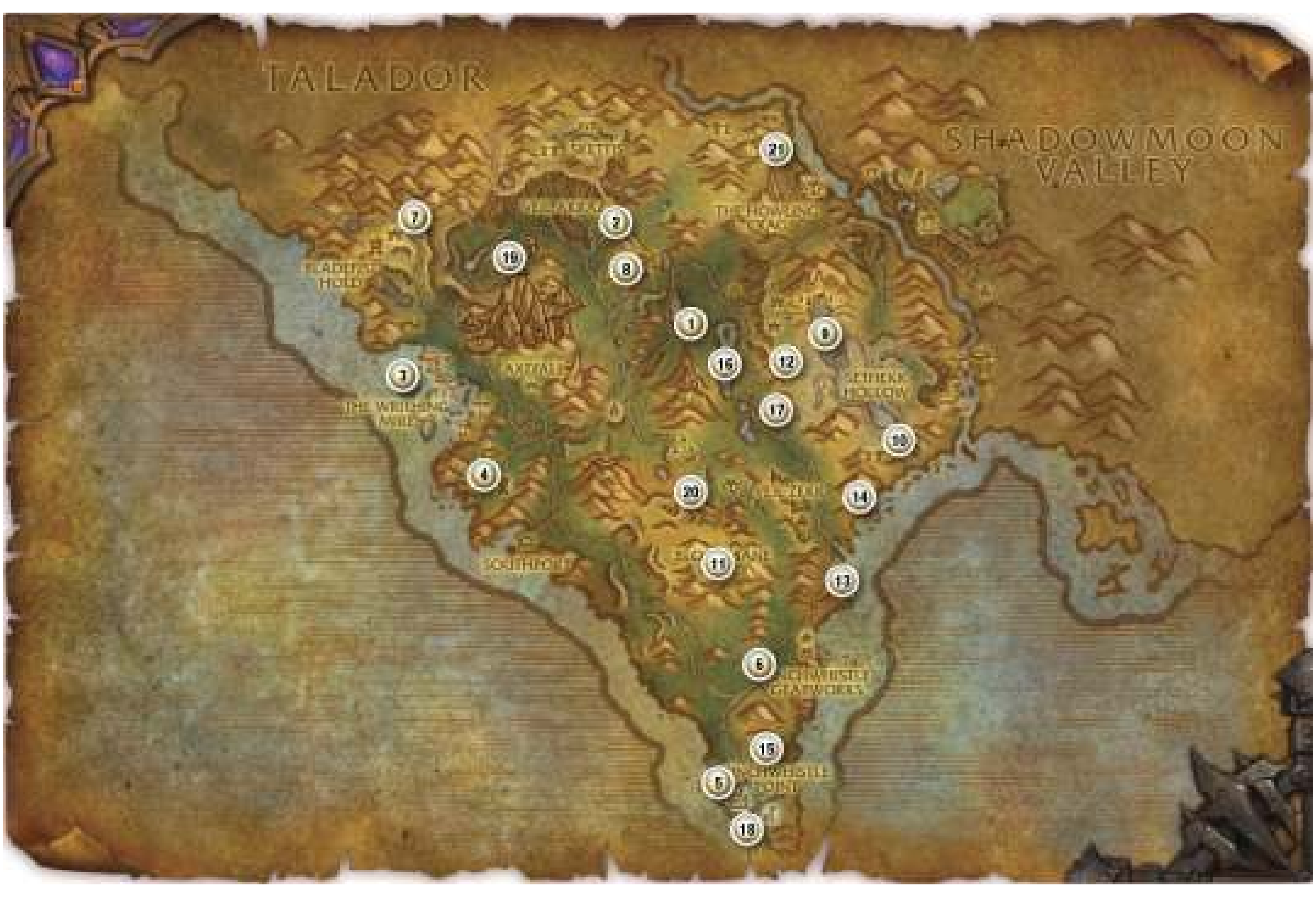

12
2
16
7
10
18
1
5
22
28
3
9
19
26
11
23
20
4
14
21
6
17
13
25
24
27
15
SPIRES OF ARAK

Rare Name		Drop Type
1	Ku’targ the Voidseer	Mail Armor
2	Leaf-Reader Kurri	Trinket
3	Killmaw	Weapon
4	Mother Om’ra	Trinket
5	Windfang Matriarch	Weapon
6	Yggdrel	Toy
7	Veloss	Ring
8	Gorum	Ring
9	Dark Emanation	Weapon
10	Mad “King” Sporeon	Weapon
11	Hypnocroak	Toy
12	Bahameye	Resources
13	Brambleking Fili	Weapon
14	Faebright	Leather Armor
15	Darkmaster Go’vid	Weapon
16	Ba’ruun	On-use Item
17	Morva Soultwister	Weapon
18	Rai’vosh	On-use Item
19	Darktalon	Cloak
20	Shinri	Zone-wide Mount
21	Enavra	Neck
22	Voidseer Kalurg	Cloth Armor
23	Insha’tar	Mail Armor
24	Master Sergeant Milgra	Mail Armor
25	Lady Temptessa	Leather Armor
26	Malgosh Shadowkeeper	Mail Armor
27	Aqualir	Ring
28	Sneevel	Cloth Armor

WORLD OF WARCRAFT
WARLORDS of DRAENOR

RARE CREATURES ABOUND

Spires of Arak


TALADOR
SHADOWMOON VALLEY
BLADEFIST HOLD
THE HOWLING CRAG
SETHEKK HOLLOW
THE WRITHING MIRE
SOUTHPORT
PINCHWHISTLE GEARWORKS
PINCHWHISTLE POINT
21
7
2
19
8
1
9
16
12
3
17
10
4
20
14
11
13
6
15
5
18

Rare Name		Drop Type
1	Shadowbark	Shield
2	Blade-Dancer Aeryx	Resources
3	Varasha	Battle Pet
4	Nas Dunberlin	Weapon
5	Mutafen	Weapon
6	Tesska the Broken	Necklace
7	Stonespite	Mail Armor
8	Durkath Steelmaw	Mail Armor
9	Kalos the Bloodbathed	Cloth Armor
10	Sangrikass	Leather Armor
11	Talonbreaker	Necklace
12	Poisonmaster Bortusk	Trinket
13	Blightglow	Leather Armor
14	Oskiira the Vengeful	Weapon
15	Betsi Boombasket	Weapon
16	Festerbloom	Off-hand Item
17	Sunderthorn	Weapon
18	Jiasska the Sporegorger	Trinket
19	Rotcap	Battle Pet
20	Swarmleaf	Weapon
21	Hermit Palefur	Cloth Armor